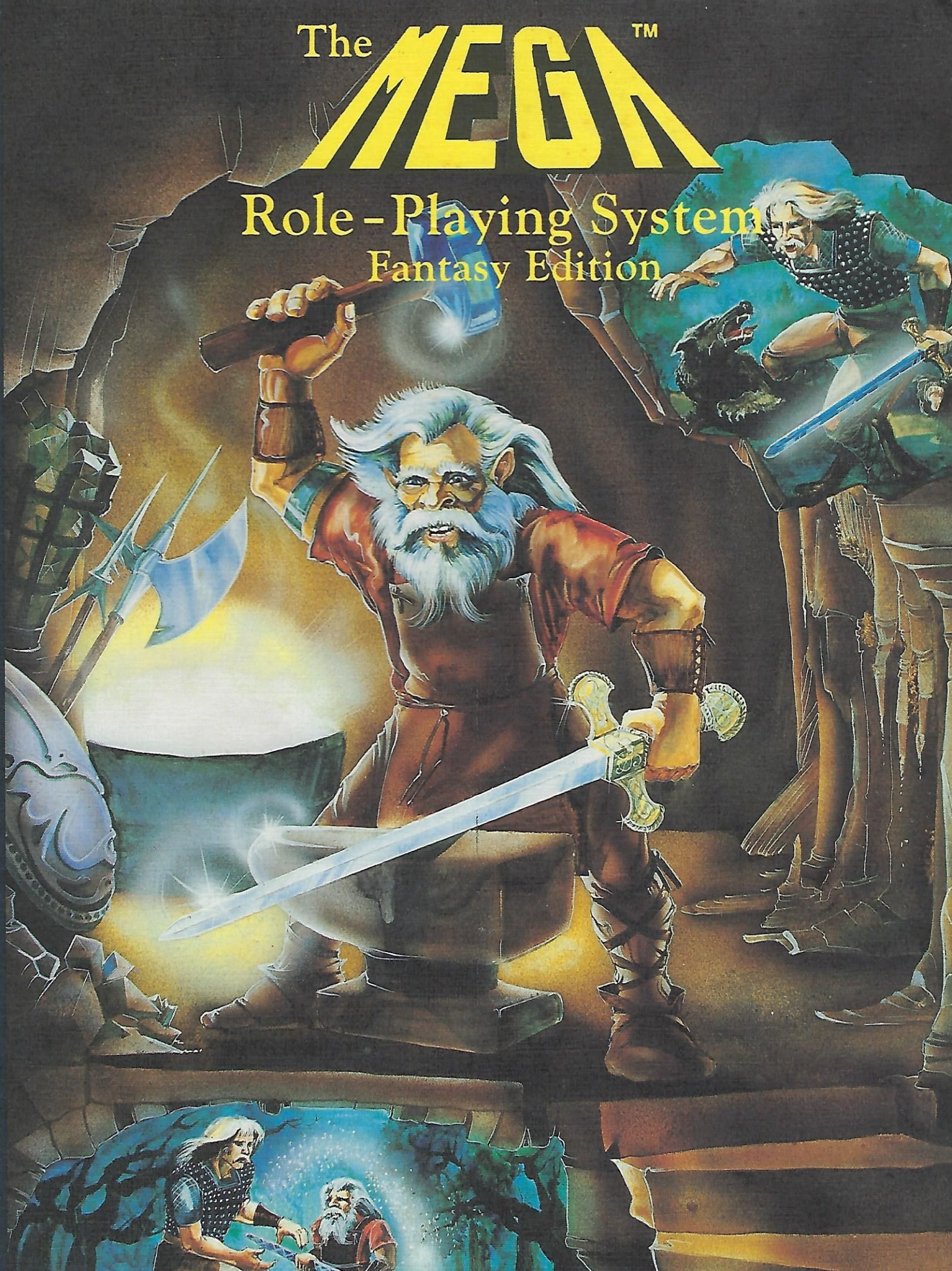
The MEGA™ Role-Playing System

Fantasy Edition



The MEGA™ Role - Playing System

Fantasy Edition

by

Isy Allon Ben Brakas

assisted by
Dag Asheim

MEGA Games Ltd.

Cover Art
Artyfax

Internal Art
Petter Bøchmann, Jørgen Bøchmann and Rune Isene

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Playtesters
GM's: Stein Halvorsen, Matthew Liste and Atle Rinvold.
Players: Dag Asheim, Jørgen Bøchmann, Petter Bøchmann, Marius Dahl, Stein Halvorsen, Rune Isene, Kate Jensen, Vidar Jensen, Morten Løkken, Helge Nesøen, Laila Norum, Anders Rinvold, Atle Rinvold and Ole Marius Veigaard.

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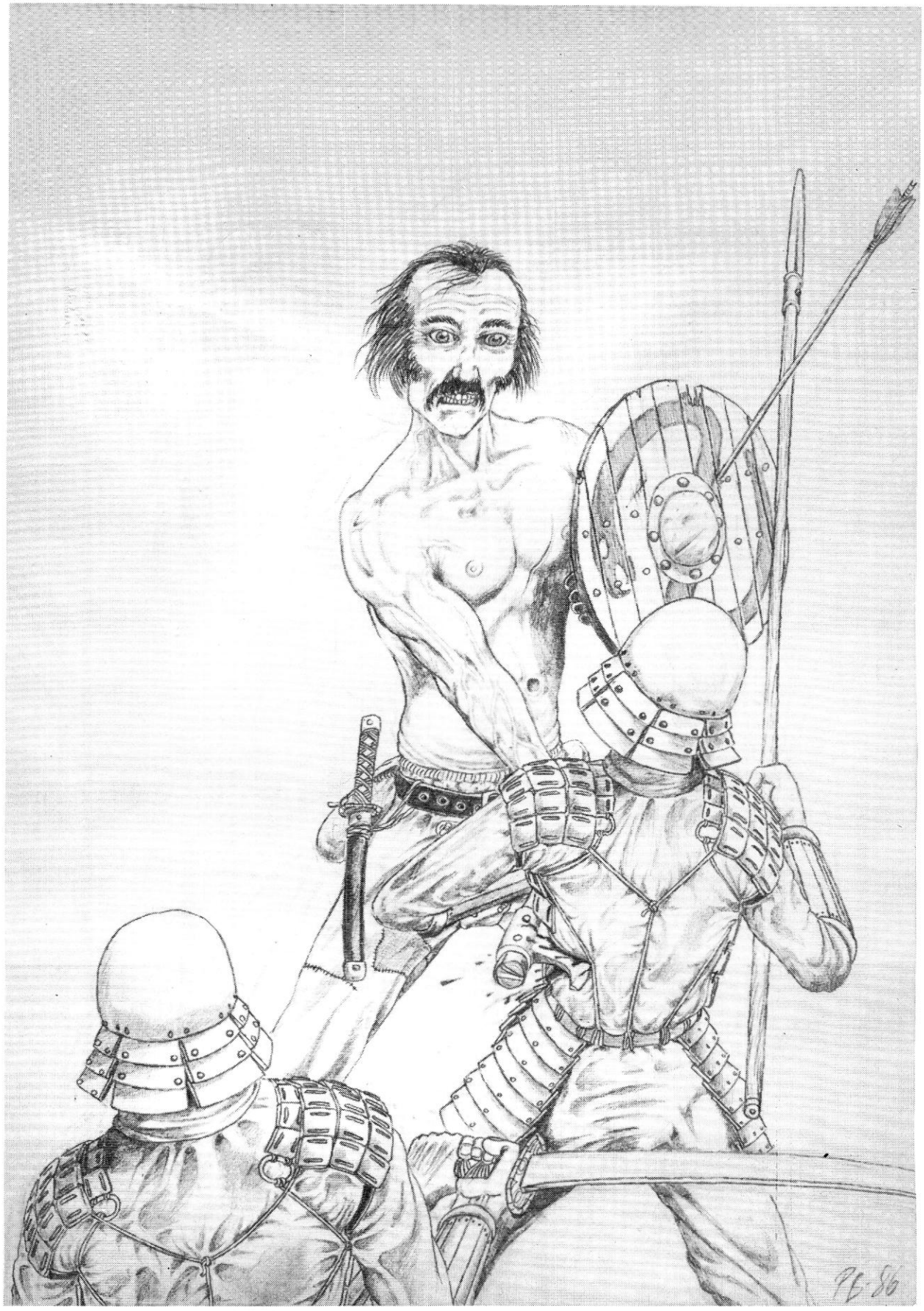

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Wordlist

To ease the understanding of the game, we have included the definition of some special words.

Adventure: A mission, purpose or plot involving the PC's.
BFI: Basic Fatigue Increase – 4.5.1.
Campaign: Series of adventures in a regularly run world.
Character sheet: A record of a characters attributes, skills etc.
d: An abbreviation for dice – 0.6.1.
Dam.: Damage, B.Dam.: Base damage, C.Dam.: Current damage.
DL: Difficulty level – 1.5.
Enc: Encumbrance – 4.2.
FI: Fatigue Increase for magic – 9.8.2.
FRP Game: Fantasy Role-Playing Game.
GM: Game Master, the person who generates the world to play in and administers the game.
HL: Hit Location – 4.5.1.
HP: Hit Points – 4.5.1.
Module: One or more premade, ready-to-play adventures published as a book or booklet.
NPC: Non Player Character, a game personality played by the GM.
PAR: Potential Attribute Range – 1.2.
PC: Player Character, a game personality played by a player.
RPG: Role-Playing Game – 0.1.
Screen: Used by the GM to cover his or her notes, maps etc., usually of cardboard.
''s''dice: ''special'' dice – 0.6.3.
Setting: The world or type of world a campaign is set in.

0 INTRODUCTION

0.1 Introduction to RPG's

Most of you probably have a pretty good idea of what RPG's are all about, but for those of you who haven't, a short explanation would be useful.

A role-playing game is a chance for you to make-believe in a very special way. By acting out another personality in a fiction world, you can experience fantastic situations not encountered in your real everyday life. You can be the hero of an epic adventure and reach the goals of your dreams.

You begin by creating a character (a person) and you play him or her (or even it!) in a fantasy world where magic, mythologies and strange creatures may exist. Usually it is a quasi-medieval European setting where combat is fought with swords and axes and where evolution has not brought about guns or cannons.

To administer all this, you need rules and a game-master (GM). The rules are supplied within this book and the GM is the person creating the background world. Before the game can start, the GM must create the environment to play in. He or she describes a part of a world, its areas, cities, castles and people. Most of this information is kept secret from the players who play their own characters in this world.

The game starts and the players pilot their characters (player characters or PC's) through the world. The GM plays all the persons the PC's meet, called non-playing characters or NPC's.

The player characters develop, they reach some goals and miss some, but they generally have a marvelous time.

The primary reason for doing all this, is of course to have fun. This is a totally fictitious game devoted to having a good time and enjoying oneself. Play it with good spirit. Good luck!

0.2 The game system

The MEGA game system is designed so as to easily fit any historical or fantasy background. This fantasy edition is especially suited for medieval type fantasy with or without magic, fantastic creatures or real gods. The system in itself is very basic and can be used with other settings as well with some minor adjustments. Guns or even more modern inventions can be adapted to the game system as the system is in itself "universal".

We will in the future publish other setting editions that will cover the needed modifications. Settings such as science fiction, modern militaristic, post holocaust, western or specific backgrounds based on book series will all be based on the same MEGA game system. The settings published will depend upon which are requested.

GM's should note that the rules written in this book are only guidelines and that the GM is always the final judge of what is right and wrong.

0.3 Numeration

You have probably noticed the numbers preceding each heading. These numbers are to help in referring to the rules. The first number is the chapter. The second is the part of the chapter. The third number, if any, is the subpart.

Tables are numbered in the sequence that they appear in a chapter. The first number is the chapter, the second is the table number.

0.4 Publication codes

All publications from MEGA Games will have a publication code. There will be two running series of publications for each setting (fantasy, science-fiction etc.). One series is the rule books and supplements. The other is the adventures, pre-made ready to play adventures for the GM. The rule-series will have its publication number proceeded by an R. The adventure codes will have an A.

The first three letters of the code denote the setting, FAN is for fantasy, MIL is for modern militaristic and so on. The next two numbers are the series numbers going from 01 to 99. The letter following the series numbers shows which publication it is within a series. Therefore, this book is numbered FAN01A-R. The first adventure is FAN01A-A. The second adventure is FAN02A-A while part two of the second adventure would be FAN02B-A.

0.5 Measures in the game system

Most of the measures for length, speed, time etc. are in the SI-system (Systeme International d'Unites). The SI-system uses meters to measure length, seconds for time and kilograms for mass. Some measures outside the SI-system will also appear such as carat as the mass of gems and pounds to measure the power of a bow because these measures are almost exclusively denoted this way.

0.6 Play aids

In playing this game, you will need some additional equipment not present in the game. These are:

-Dice.
-Pen and paper (a lot if you are a GM).
-Imagination.

Pen, paper and imagination should need no further explaining but the dice might do with a few words.

0.6.1 Dice

You are probably familiar with the good old cubic 6-sided dice. In this game you will need dice other than the 6-sided; 4-sided and 8-sided to mention a couple. As an abbreviation, a "d" is used for a dice, followed by its number of sides. In this way the 6-sided dice becomes d6, the 4-sided d4 and so on. Sometimes this abbreviation is preceded by a number. This number indicates the quantity of such dice to be thrown. A 2d6 means that you should roll two 6-sided dice and add their results together. If a modification to the roll is indicated i.e. 1d6—1, 3d8 + 2 etc. the last number is added or subtracted from the result of the roll. Dice-results are added or subtracted in the same manner, i.e. 1d10 + 1d4.

The dice you will need to play this game are: d4, d6, d8, 2d10 and a d20.

On the d4, the result is the lowest number on the three visible sides, the number standing upright.

A d2 is simulated by throwing any dice (or coin) with half of the numbers resulting in a 1 and the other half resulting in a 2. On a d6, this could be simulated by letting a result of 1, 2 or 3 be a 1 and 4, 5 or 6 be a 2.

A d3 is simulated by throwing a d6 and dividing the results by two. A result of 1 or 2 is a 1, 3 or 4 is a 2 and 5 or 6 is a 3.

A d5 is simulated by throwing a d6 and ignoring a 6 as a result, or by dividing the results on a d10 as with d3/d6. To simulate a d7, use a d8 and ignore any 8's and to simulate a d9, use a d10 in the same way.

To throw a d100 (a percentile dice), use two d10's. One of the d10's shows the 10's and the other the 1's. A result of 3 and 6 would be 36. Which d10 is the 10's must of course be decided on beforehand.

0.6.2 Open ended rolls

Open ended rolls are included to get variations beyond the normal dice rolls. Whenever a maximum result on a dice combination is obtained, one dice of the combination is added to the result. If the result on the newly rolled dice is the highest possible, add a new one etc. Example: 2d10 are rolled and the result is 20. Another d10 is rolled. It is a 10. The result is now 30 and yet another d10 is rolled. This time it is an 8 so the chain stops. The total result of the roll is 38. The same is true when a minimum result is obtained on a dice roll. In this case, just subtract a dice. The dice roll must contain dice with the same number of sides. It may be one open ended dice and not a combination but the same procedure applies.

0.6.3 The ''s''-dice

The ''special''-dice is used to get a gradual and floating system of randomness. The average increases with the ''s''-dice and so does the possible range of numbers.

Up to and including 10, the ''s''-dice is the same as the normal dice, i.e. s8 equals a d8 but from 11 and up, it differs. The 10's are the number of d10's to be thrown while the 1's show the number of sides of the dice to be added. An s14 will be 1d10 + 1d4, an s18 is 1d10 + 1d8, an s26 is 2d10 + 1d6 and an s47 is 4d10 + 1d7.

The ''s''-dice is open ended in a different way than the normal dice. Whenever a maximum or minimum result is obtained from an ''s''-roll, there is a 50% chance of getting an even higher or lower result. This is determined by throwing a d2. If a 1 is rolled on the d2, the result on the ''s''-dice is increased or decreased by 1. A new d2 is rolled to check for further increases or decreases. This allows for more extreme results. Example: A s24 (2d10 + 1d4) is thrown and the result is 24. A d2 is rolled and the result is a 1. A new d2 is rolled, another 1. The d2 is thrown once more, but then it shows a 2. Since two 1's were rolled, the result on the ''s''-dice is raised by 2 i.e. 26. If the original ''s''-roll was a 3, the result would have been 3—2 = 1.

There is one exception to this rule, see 1.2 Attribute potentials.

0.6.4 Large ''s''-dice

Very large ''s''-dice are difficult to roll. Imagine throwing an s750 (75d10). A short-cut system is used for higher values than s50: For s51 to s100, divide the ''s''-dice by 2 and multiply the result by 2 (instead of rolling a s76, roll a s38 and multiply the result by 2). For s101 to s250, divide by 5. For s251 to s500 divide by 10 and so on. Divide by 2, 5, 10, 20, 50, 100, 200 etc. so that no ''s''-dice larger than s50 is thrown.

0.6.5 Other play aids

Miniatures: In most game stores, you can get metal miniatures of different characters, creatures, items or even wagons. These small metal figures can be helpful to visualize situations during play. They are especially useful when the characters are engaged in a fight. They will help both the GM and the players in keeping track of the combat.

In addition to the miniatures, a battlemat may also be used. It is a plastic mat with pre-printed squares or hexes (hexagonals) and non-permanent ink may be removed after use.

Artwork and music: To keep a feeling of real fantasy, the GM may use artwork and music as implements. Showing the players a painting or a drawing of what their PC's can see will increase their reality of the world and keep the feeling of fantasy in their minds. If the GM doesn't feel competent in the making of such art-pieces, he or she can adapt artwork from others.

Playing records with ''mystic music'', combat sound effects or even romantic music at times, will also increase the joy of roleplaying. The GM should pick out some music for various situations and play it for the players when appropriate.

0.7 The gamemaster, running the campaign

As already mentioned, the GM creates the background world as the basis for the game. ''Creating the background world'' may seem a bit impressive but this would of course be done gradually. Just begin with a small area, perhaps with a city, town or village and start off with a short adventure. It is important that the GM has the rest of the world in mind when creating the starting part so that the world becomes logical and successful in the future. The GM should decide in the beginning how much magic exists in the world, what creatures are common or rare, create the mythology and also some history for the starting area.

The magic and the special creatures described in this book are only guidelines and the GM should feel free to insert, delete or modify any creature or magic so as to better suit his or her world.

As the world develops and areas become more and more complete, try and go into more detail to describe the environments. Create more history, politics, decide merchant routes, resolve wars, describe the general flora and fauna, make star-maps etc. All of this will make the game more interesting and the world more real to the players.

The GM should remember to update his or her world as time passes. The political situations, both local and global, will usually change and it may impinge on the characters lives. Other things will also change such as the seasons, the weather, the position of the moon etc. All these things make out the environment of the PC's. It is therefore important that the GM keeps track of the time as the game goes on.

Timekeeping can be a problem if the characters split up and travel to different locations. In such a case, just try to keep the different characters at approximately the same time. To do otherwise may prove quite difficult

as time and place may overlap. You may have to forbid some characters to travel to certain places when other characters have been there at the same time but have already been played.

In creating the PC's environments, the GM would of course have to create all the different persons that thay meet, the NPC's. The GM should create the NPC's logically and with a background. A NPC shouldn't just be another obstacle or aid to the player characters. They are real persons just like the PC's and they should be roleplayed by the GM just as the players roleplay their characters. It is important to remember that the life of an NPC is basically just as important as any PC's.

As a summary of the GM's do's and don't's, we have included the gamemasters code.

0.7.1 The gamemasters code

0. Play this game for fun. The points below have no value if they don't lead to greater enjoyment for the players and the GM.
1. Organize the players. You are responsible for the time and place of a playing session and also for gathering the right players.
2. If a player ruins the fun for the others, make appropriate warnings, penalties or exclude him or her from the campaign.
3. Be prepared if possible. Try and keep one step in front of the players when creating adventures or areas in your world.
4. If the characters enter an area you haven't yet created, improvize. Write down what you improvize and stick by it in the future.
5. You are right. Whatever the rules or the players say, you have the final word. You should be careful not to be unfair against your players, though, or they will abandon your campaign.
6. Balance the game. Don't make too many barriers and don't allow too much freedom.
7. Let the characters start approximately equally powerful.
8. Don't play favorites. All the players and player characters should be treated without preference from the GM.
9. Play realistically and don't influence the PC's without real reasons.
10. Never cheat a PC from death. Just because a PC is played by a player doesn't mean that you shouldn't let him or her die if a game result indicates it. Let the characters get themselves out of deadly traps and situations. Don't help out.
11. Never cheat a PC from treasure. If you have placed a treasure somewhere, it is there even though a PC finds it without deserving it.
12. Never accept bribes from players.
13. Roleplay your NPC's as real persons and not just as vehicles for the PC's. NPC's should not be treated as cannon fodder.
14. The PC's are in no way special in a world. There are no differences between PC's and NPC's except for the N. PC's should not be given special rules or opportunities just because they are played by players.
15. Remember that access to magic and treasure is equal for PC's and NPC's. If the PC's are able to acquire themselves a huge pile of magic items, so are the NPC's.

0.8 The player

There is less to write about the player since most of the responsibility for the game lies in the hands of the GM.

Usually a PC is described in more detail than any NPC. It is therefore more important to make up a more accurate background story to a player character. As a player, you should try to make up the personality of your character before you start creating it by the game system. In this way, your creation is not biased due to game mechanics.

After the basic personality is made, get hold of your GM and figure out the background story together. You can not just make up everything without his or her approval.

In creating a character, try and make him or her (or it) as interesting and as real as possible. Give the character some solid purposes to work at and make sure that you roleplay him or her by his or her personality. The personality may of course change during play, but this is no reason for poor role playing where the characters personality changes entirely with the situation.

The GM may allow you to play more than one character at a time. When this is the case, you must remember to roleplay the two as different persons. This would mean that you should not let one character make use of information that only the other character has. The GM should stress that this rule is not broken as it can ruin the fun in many roleplaying situations.

We have included a players code as guidelines for roleplaying.

0.8.1 The players code

0. Play this game for fun. The points below have no value if they don't lead to greater enjoyment for the players and the GM.
1. The goal of the game is generally not to "beat" the other players, it is to have fun. Let the other players enjoy themselves, too.
2. Make good and solid goals for your character to work towards.
3. The GM is always right no matter what the rules say. Remember that you are playing in your GM's campaign where things might be very different from what you think.
4. Roleplay your character(s) according to his or her abilities and personality. Don't just change him or her to your advantage in any situation.
5. Don't use information that your character doesn't have to his or her advantage. As a player living in a modern world, you probably have knowledge of many things that your character hasn't. Play your PC only with the information he or she has. This applies very much if you have more than one character with different knowledge.

0.9 The game

Both for the GM and the player, it is vital to know what a game really is. It consists of three parts, a goal, barriers and freedom.

Every game has a goal. One can say that the goal of roleplaying is to have fun. In addition to this, we have the goal of the characters, their purposes in life. Without a purpose, the character will become a bore to play, lifeless and without intention. This goes for NPC's as well as PC's. Make sure that your character(s) have some purpose(s) to reach for. This makes them more fun to play.

When it comes to barriers and freedom this is the gamemasters responsibility. Barriers and freedom must be balanced to get an interesting game to play. A game with no barriers and too much freedom is a boring game where all the goals are reached in no time. Playing

in a campaign where jewels and marvelous magic items are strewn all over the place will be boring after a while.

Likewise, a game with enormous barriers and no freedom is a total disaster too. It will be impossible to reach your goals in a world where the barriers are killing you off every time you move your feet. When a GM runs such a campaign where the characters are robbed, attacked, killed and eaten as the daily menu, they will probably quit after a short while.

It is the GM's responsibility that the game is properly balanced to let the players really have a good time. Just remember that having fun is not synonymous with a lot of treasure and power.

0.10 Personality affecting attributes

It is impossible to include how the characters personalities affect their performance in many situations without introducing attributes that influence the roleplaying. Attributes such as courage, intelligence, piety, charisma, ferocity etc. etc. affect the roleplaying of the characters and thus limit the players freedom. Since we do not have such inhibiting attributes, the GM is encouraged to make adjustments on skills based on the characters personalities. The situation and the personality will highly affect the characters performance. The adjustments may be up to 20 (or even more) in extreme situations. Very critical situations such as rescuing one's wife, searching for one's father's killer or the like will usually result in a positive modification to skills and attributes. Negative modifications may be given when a character has abandoned all hope or is otherwise uninspired.

The GM should give permanent adjustments to characters with special personalities. If, for instance, a character has a terrible fear of water, a subtraction will be given whenever she attempts to swim. If a character has a persistent hatred for goblins, some addition will be given when fighting goblins. There are infinite variations to such adjustments and the GM is left with his or her own discretion when dealing with this.

All personality adjustments are of course kept secret from the players.

0.11 Skills affecting personality

As already mentioned, we have excluded most personality describing attributes and also most personality describing skills. Acting, bargaining, bribery, oratory and trading are just some examples of skills that affect the players freedom to roleplay. A character should be played without limits or guidances from such skills. The player should act out any oratory or bargaining as a part of roleplaying a character. The GM should however adjust the NPC's impressions according to the PC's general personality. It is obvious that a PC who has been a trader all his life has a better trading ability than its player. The GM should therefore adjust the players performance by the characters experience, i.e. the NPC's will be more affected by it.

0.12 The game range

The game system is designed to be best suited for a world of human sized creatures. This is done since most fantasy worlds will deal with creatures and situations of approximately this size.

This does not mean that you can not use this game system when playing something extremely large or small. It is still possible to roleplay an intelligent bacteria in a micro world or even a mega(!)-giant. When playing outside the human range, just multiply the very large or very small attributes (explained in chapter 1 ATTRIBUTES) and how much they influence the skills (explained in chapter 2 SKILLS) by a suitable number. It could for instance be useful to count the Size of a bacteria character in micrometers instead of the usual centimeters. In this way you don't have to deal with very small or large numbers.

0.13 Adjustments are cumulative

All adjustments to attributes (explained in chapter 1 ATTRIBUTES) and skills (explained in chapter 2 SKILLS) are cumulative unless otherwise noted.

0.14 Optional rules

Optional rules are included as options to already existing rules or to increase the variations in special ways. All optional rules are written in italics.

0.15 The storyline

To illustrate the use of many rules we have included a storyline about Taya, Orto and Feory. Briefly, Taya is a huntress, Orto is a big, strong fighter and Feory is a stage magician with some special stealth abilities such as pick pockets. These characters will help us in showing how certain rules are dealt with in roleplaying situations. The main character in these storylines will be Taya and we will show how she is created as a character and many situations from her life as a PC. Two separate storylines are included. One that shows how Taya is created (The creation of Taya) and one that chronologically shows the stories of her life. For her background story, see chapter 3 BACKGROUNDS.

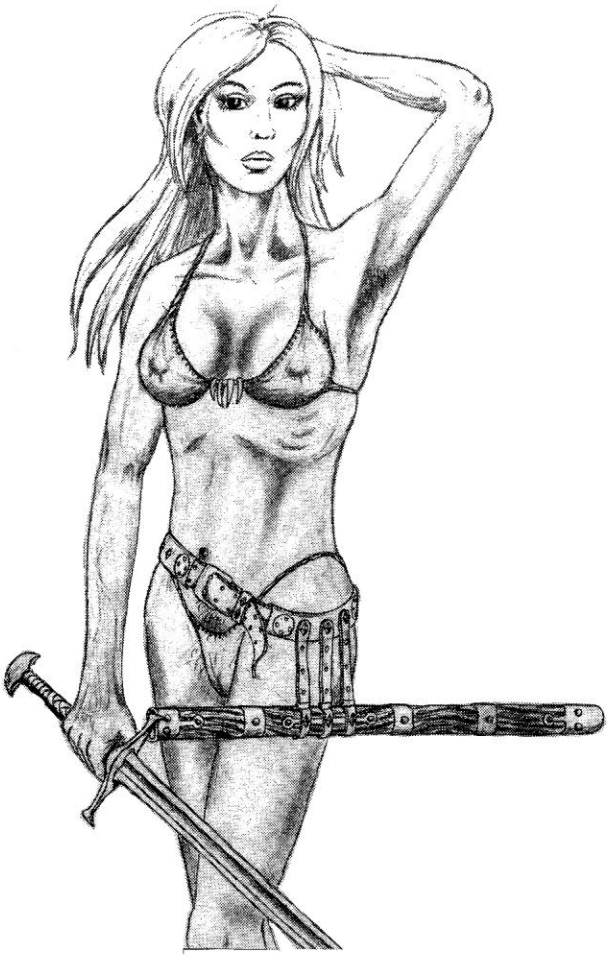
The storyline is placed on the bottom of the pages containing the rules to be illustrated.

1 ATTRIBUTES

To describe a character we use attributes and skills. Attributes are the basis of the character, the natural abilities. Skills are based on the characters attributes. The potential climbing-ability of a character is determined by certain attributes such as strength and coordination. Both attributes and skills may be increased by training. Skills may also be increased by experience.

1.1 Definitions

Height: The height of the character standing in a normal pose, upright. This attribute is measured in centimeters (cm). When creatures are described, three numbers show the minimum, the average and the maximum. About 99% of the mature population will have a height between the minimum and the maximum.
Weight: The weight (mass) of the character. This attribute is measured in kilograms (kg). When creatures are described, three numbers shows the minimum, the average and the maximum. About 99% of the mature population will have a weight between the minimum and the maximum.
Size: A measure of how the weight influences certain situations such as how much the character can withstand damage, chance of being hit by an arrow etc.
Strength: The effective physical strength of the character. Having 0 in this attribute indicates paralysis.



Weight/Strength: The characters weight compared to his or her ability to carry it. A measure of fatness. Four legged creatures have their Weight/Strength halved.
Health: The characters resistance to poisons, diseases and infections. This attribute may not be increased through training.
Endurance: The characters ability to be engaged in physical activity without getting fatigued. Having 0 in this attribute indicates paralysis.
Coordination: The characters ability to control his or her body quickly and/or accurately. Having 0 in this attribute indicates paralysis.
Manual Dexterity: The ability to use the hands and fingers (or other body parts serving the same purpose). Having 0 in this attribute indicates paralysis or lack of hands or similar body parts.
Handedness: The ability to use one hand more skillfully than the other. This attribute is trained downwards to 0 to become ambidextrous (maneuvering both hands equally well). In the description of creatures, the number below the Handedness (%left) is the chance of being left handed.
Learning: The ability to assimilate data quickly and accurately and knowing how to use it. It has little to do with intelligence and the ability to solve problems.
Willpower: The ability to withstand mental hardship.
Awareness: The ability to notice what is going on in the environment and react to it.
Artistic Creativity: The ability to create art.
Musicality: The characters sense of music.

1.2 Attribute potentials

When you create a character, the first step is to determine the potential attributes. These are the highest possible attainable values by normal means. Each attribute has a potential attribute range (PAR). This is the number that shows how the potential is created. The number is the "s"-dice to be thrown and also half of the number to be added to that result. Strength: 16 would mean that you should throw s16+32 (1d10+1d6+32) to find the potential strength of the character. If you get a maximum or minimum result on the dices, there is a 10% chance to get a higher or lower result (1 on a d10). The height and weight of the character is chosen by the player.

1.1 PAR for humans

Attribute		PAR	Attribute	PAR
Strength	Men	16	Handedness[1]	4
	Women	12	Learning	16
Health		4	Willpower	16
Endurance		16	Awareness	16
Coordination		16	Artistic Creativity	16
Manual Dexterity		16	Musicality	16

1. 5% chance of being left handed.

1.2.1 Potential choosing system (optional)

For those who wish to choose their characters potential attributes to some degree, we have provided such a system. All characters will have an open ended d20+200 points to "buy" their potential attributes from, dividing them among the attributes as the player wishes. (The number of points may be increased to get more powerful characters if the GM wants to.) The cost of the attribute values are shown on the three following tables. The first table is the cost for choosing the Coordination, Learning and Willpower, the second is for the Strength, Endurance, Awareness and Health. The third table is the cost for choosing the Manual Dexterity, Artistic Creativity and Musicality. The difference in cost depends upon how important the attributes are in the game. Handedness must be determined by normal means i.e. by throwing dice.

The horizontal lines in the tables are the PAR of the specific attribute, i.e. female Strength has a PAR of 12 (1s12+24) and Health has a PAR of 4. The vertical colums are the potential value wanted. These are cross-referenced to get the cost of this specific value. In some cases, the player may want to determine some of the attributes randomly. The cost per attribute to be determined randomly is 26 on table 1, 21 on table 2 and 15 on table 3. These attributes are then determined as under 1.2 Attribute potentials.

Taya Mordain

The creation of Taya

In creating Taya, her player gets 216 points to buy potential attributes with. The player wants Taya to be potentially "loaded" with Willpower. In addition she wants her to have high potentials in Coordination and Awareness. She decides to roll up Artistic Creativity normally by dice. The result became as follows:

Strength: *28 (cost: 11) This is a low value even for women.*

Health: *9 (cost: 8) A value below average.*

Endurance: *39 (cost: 18) A bit lower than average.*

Coordination: *44 (cost: 40) A high potential.*

Manual Dexterity: *31 (cost: 1) A bottom value. Taya will not make a career as something that requires Manual Dexterity.*

Handedness: *7 Rolling 1d4+8 resulted in a 9. A d10 was rolled twice with 10% chance of getting a lower result. Taya is right handed but she has a lower preferance than normal.*

Learning: *39 (cost: 20) Somewhat lower than average.*

Willpower: *47 (cost: 60) A very high potential Willpower, something that will prove very valuable for an adventurer who may encounter all kinds of danger.*

Awareness: *45 (cost: 41) Again a high potential value. This gives room for much current Awareness.*

Artistic Creativity: *44 (cost: 15) As this attribute was rolled for normally, it cost only 15. A high value was obtained.*

Musicality: *33 (cost: 2) A very low value. She shouldn't try out as a musician.*

For a complete record of Taya's attributes, skills and the rest, see the character sheets on page 23 in chapter 2 SKILLS.

1.2 Attribute choosing table I

PAR / Pot.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	PAR / Pot.
3	1									1											31
4	6									2											32
5	23									2											33
6	68	1								2	1										34
7	171	3								3	2										35
8		6								3	2										36
9		12	1							4	2										37
10		23	2							4	2	1									38
11		40	4							5	3	2									39
12		68	6	1						6	3	2									40
13		110	10	2						7	4	2	1								41
14			15	3						8	5	3	2								42
15			23	4	1					9	5	3	2								43
16			33	6	2					11	6	4	2	1							44
17			48	9	2					14	8	5	3	2	1						46
18			68	12	3					18	10	6	4	2	2						48
19			94	17	4	1				23	13	8	5	3	2	1					50
20			128	23	6	2				29	16	10	6	4	3	2					52
21				30	8	3				36	20	12	7	5	3	2	1				54
22				40	11	4	1			45	25	15	9	6	4	3	2	1			56
23				53	14	5	2			55	31	19	11	7	5	3	2	2			58
24				68	18	6	2			68	38	23	14	9	6	4	3	2	1		60
25				87	23	8	3	1		83	47	28	17	11	7	5	3	2	2	1	62
26				110	29	10	4	2		100	56	33	21	13	9	6	4	3	2	2	64
27					36	12	5	2			68	40	25	16	11	7	5	4	3	2	66
28					45	15	6	3	1		81	48	30	19	13	9	6	4	3	2	68
29					55	19	7	3	2		97	57	35	23	15	10	7	5	4	3	70
30					68	23	9	4	2		114	68	42	27	18	12	8	6	4	3	72
31					83	28	11	5	2			80	50	32	21	14	10	7	5	4	74
32					100	33	13	6	3			94	58	37	25	17	12	8	6	4	76
33						40	16	7	4			110	68	44	29	20	14	10	7	5	78
34						48	19	9	4				79	51	33	23	16	11	8	6	80
35						57	23	10	5				92	59	39	26	18	13	9	7	82
36						68	27	12	6				106	68	45	30	21	15	11	8	84
37						80	32	14	7					78	52	35	24	17	13	9	86
38						94	37	17	8					90	59	40	28	20	14	11	88
39						110	44	20	10					103	68	46	32	23	16	12	90
40							51	23	11						77	53	37	26	19	14	92
41							59	26	13						88	60	42	30	21	16	94
42							68	30	15						100	68	47	33	24	18	96
43							78	35	17							77	53	38	27	20	98
44							90	40	20							87	60	43	31	23	100
45							103	46	23							98	68	48	35	26	102
46								53	26							110	76	54	39	29	104
47								60	30								86	61	44	32	106
48								68	33								96	68	49	36	108
49								77	38								107	76	55	40	110
50								87	43									84	61	45	112
51								98	48									94	68	50	114
52								110	54									104	75	55	116
53									61										84	61	118
54									68										92	68	120
55									76										102	75	122
56									84											83	124
57									94											91	126
58									104											100	128

1.3 Attribute choosing table II

PAR / Pot.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	PAR / Pot.
4	4									1											35
5	18									2											36
6	64									2											37
7	187	1								3	1										38
8		4								3	2										39
9		8								4	2										40
10		18	1							4	2										41
11		35	2							5	3	1									42
12		64	4							6	3	2									43
13		111	7							7	4	2									44
14			11	1						8	4	2	1								45
15			18	2						10	5	3	2								46
16			28	4						12	6	3	2								47
17			43	6	1					13	7	4	2								48
18			64	8	2					15	8	4	2	1							49
19			93	12	3					18	9	5	3	2							50
20			133	18	4					23	12	7	4	2	1						52
21				25	5	1				30	16	8	5	3	2						54
22				35	7	2				39	20	11	6	4	2	1					56
23				47	10	3				50	26	14	8	5	3	2	1				58
24				64	13	4	1			64	33	18	10	6	4	2	2				60
25				85	18	5	2			80	41	22	13	8	5	3	2	1			62
26				111	23	7	2			100	51	28	16	9	6	4	2	2			64
27					30	8	3				64	35	20	12	7	5	3	2	1		66
28					39	11	4	1			78	43	24	15	9	6	4	2	2		68
29					50	14	5	2			96	52	30	18	11	7	5	3	2	1	70
30					64	18	6	2			117	64	36	22	13	8	6	4	3	2	72
31					80	22	8	3	1			77	44	26	16	10	7	5	3	2	74
32					100	28	9	4	2			93	53	32	19	12	8	5	4	3	76
33						35	12	5	2			111	64	38	23	15	10	7	4	3	78
34						43	15	6	2				76	45	28	18	12	8	5	4	80
35						52	18	7	3				90	54	33	21	14	9	6	4	82
36						64	22	8	4				107	64	39	25	16	11	8	5	84
37						77	26	10	5					75	46	29	19	13	9	6	86
38						93	32	12	5					88	54	35	23	15	10	7	88
39						111	38	15	7					103	64	41	27	18	12	8	90
40							45	18	8						74	47	31	21	14	10	92
41							54	21	9						86	55	36	24	16	12	94
42							64	25	11						100	64	42	28	19	13	96
43							75	29	13							74	48	32	22	15	98
44							88	35	15							85	55	37	25	18	100
45							103	41	18							97	64	43	29	20	102
46								47	21							111	73	49	33	23	104
47								55	24								83	56	38	27	106
48								64	28								95	64	44	30	108
49								74	32								108	72	50	35	110
50								85	37									82	56	39	112
51								97	43									93	64	44	114
52								111	49									105	72	50	116
53									56										81	57	118
54									64										91	64	120
55									72										102	71	122
56									82											80	124
57									93											90	126
58									105											100	128

1.4 Attribute choosing table III

PAR / Pot.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	PAR / Pot.
4	2									1											39
5	12									2											40
6	58									2											41
7	214	1								3	1										42
8		2								3	2										43
9		5								4	2										44
10		12								5	2										45
11		28	1							6	3	1									46
12		58	2							7	3	2									47
13		114	4							9	4	2									48
14			7							10	5	2									49
15			12	1						12	5	3	1								50
16			21	2						15	6	3	2								51
17			36	3						17	8	4	2								52
18			58	5						20	9	4	2								53
19			91	8	1					24	10	5	3	1							54
20			141	12	2					28	12	6	3	2							55
21				19	3					32	14	7	3	2							56
22				28	4					37	17	8	4	2							57
23				40	6	1				43	19	9	5	2	1						58
24				58	9	2				58	26	12	6	3	2						60
25				82	12	3				76	34	16	8	4	2	1					62
26				114	17	4				100	44	21	11	6	3	2					64
27					24	5	1				58	28	14	7	4	2	1				66
28					32	7	2				74	36	18	10	5	3	2				68
29					43	9	2				95	45	23	12	7	4	2	1			70
30					58	12	3				121	58	29	16	9	5	3	2			72
31					76	16	4	1				73	37	20	11	6	4	2	1		74
32					100	21	6	2				91	46	25	14	8	5	3	2		76
33						28	7	2				114	58	31	17	10	6	4	2	1	78
34						36	10	3					72	38	21	12	7	5	3	2	80
35						45	12	4	1				88	47	26	15	9	6	4	2	82
36						58	16	5	2				108	58	32	19	11	7	4	3	84
37						73	20	6	2					71	39	23	14	8	5	3	86
38						91	25	8	3					86	48	28	16	10	6	4	88
39						114	31	10	4					104	58	33	20	12	8	5	90
40							38	12	5						70	40	24	15	9	6	92
41							47	15	6						84	48	29	18	11	7	94
42							58	19	7						100	58	35	21	13	9	96
43							71	23	8							69	41	25	16	10	98
44							86	28	10							82	49	30	19	12	100
45							104	33	12							97	58	36	22	15	102
46								40	15							114	68	42	26	17	104
47								48	18								80	49	31	20	106
48								58	21								94	58	36	24	108
49								69	25								110	68	43	28	110
50								82	30									79	50	32	112
51								97	36									91	58	37	114
52								114	42									106	67	43	116
53									49										77	50	118
54									58										89	58	120
55									68										103	66	122
56									79											76	124
57									91											87	126
58									106											100	128

1.3 Current attributes

After having found the potential attributes of a character, the next step is to find the current attributes, which are those actually used during the course of play.

What the characters attributes are when he or she starts playing depend upon the potential attributes and how much the attributes have been developed through childhood. It follows that a character who has been weightlifting a lot in his childhood has a high Strength when he is 18 years old. If he also had a high potential Strength he would gain even more Strength from his weightlifting. In a fantasy world the average attribute

1.5 Development levels

Pot. \ DL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1
2	0	0	0	0	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
3	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3
4	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
5	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5
6	0	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6
7	0	1	1	1	2	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7
8	0	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8
9	0	1	1	2	2	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9
10	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
11	1	1	2	2	3	3	4	4	5	6	6	7	8	8	8	9	9	10	10	11
12	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12
13	1	1	2	3	3	4	5	5	6	7	7	8	8	9	10	10	11	12	12	13
14	1	1	2	3	4	4	5	6	6	7	8	8	9	10	11	11	12	13	13	14
15	1	2	2	3	4	5	5	6	7	8	8	9	10	11	11	12	13	14	14	15
16	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
17	1	2	3	3	4	5	6	7	8	9	9	10	11	12	13	14	14	15	16	17
18	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	14	15	16	17	18
19	1	2	3	4	5	6	7	8	9	10	10	11	12	13	14	15	16	17	18	19
20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	1	2	3	4	5	6	7	8	9	11	12	13	14	15	16	17	18	19	20	21
22	1	2	3	4	6	7	8	9	10	11	12	13	14	15	17	18	19	20	21	22
23	1	2	3	5	6	7	8	9	10	12	13	14	15	16	17	18	20	21	22	23
24	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24
25	1	3	4	5	6	8	9	10	11	13	14	15	16	18	19	20	21	23	24	25
26	1	3	4	5	7	8	9	10	12	13	14	16	17	18	20	21	22	23	24	26
27	1	3	4	5	7	8	9	11	12	14	15	16	18	19	20	22	23	24	26	27
28	1	3	4	6	7	8	10	11	13	14	15	17	18	20	21	22	24	25	27	28
29	1	3	4	6	7	9	10	12	13	15	16	17	19	20	22	23	25	26	28	29
30	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30
31	2	3	5	6	8	9	11	12	14	16	17	19	20	22	23	25	26	28	29	31
32	2	3	5	6	8	10	11	13	14	16	18	19	21	22	24	26	27	29	30	32
33	2	3	5	7	8	10	12	13	15	17	18	20	21	23	25	26	28	30	31	33
34	2	3	5	7	9	10	12	14	15	17	19	20	22	24	26	27	29	31	32	34
35	2	4	5	7	9	11	12	14	16	18	19	21	23	25	26	28	30	32	33	35
36	2	4	5	7	9	11	13	14	16	18	20	22	23	25	27	29	31	32	34	36
37	2	4	6	7	9	11	13	15	17	19	20	22	24	26	28	30	31	33	35	37
38	2	4	6	8	10	11	13	15	17	19	21	23	25	27	29	30	32	34	36	38
39	2	4	6	8	10	12	14	16	18	20	21	23	25	27	29	31	33	35	37	39
40	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
41	2	4	6	8	10	12	14	16	18	21	23	25	27	29	31	33	35	37	39	41
42	2	4	6	8	11	13	15	17	19	21	23	25	27	29	32	34	36	38	40	42
43	2	4	6	9	11	13	15	17	19	22	24	26	28	30	32	34	37	39	41	43
44	2	4	7	9	11	13	15	18	20	22	24	26	29	31	33	35	37	40	42	44
45	2	5	7	9	11	14	16	18	20	23	25	27	29	32	34	36	38	41	43	45
46	2	5	7	9	12	14	16	18	21	23	25	28	30	32	35	37	39	41	44	46
47	2	5	7	9	12	14	16	19	21	24	26	28	31	33	35	38	40	42	45	47
48	2	5	7	10	12	14	17	19	22	24	26	29	31	34	36	38	41	43	46	48
49	2	5	7	10	12	15	17	20	22	25	27	29	32	34	37	39	42	44	47	49
50	3	5	8	10	13	15	18	20	23	25	28	30	33	35	38	40	43	45	48	50

Current = Potential x DL / 20

would be about one fourth of the potential or in other terms 10. To find the current attributes, just determine how much the attribute has been developed in the past, which is the development level, numbered from 1 to 20. The average development level for an average background is 5. A low value would be 3, while 10 is very high as a starting development level. Different backgrounds give different development levels to the attributes. For instance, an ordinary farmer would probably get a higher development level in strength than in musicality. Guidelines and suggestions on the development levels for various backgrounds are laid out in chapter 3. As the current attribute depends solely upon the potential and the development level, these values are cross-referenced on the table below. This procedure for finding the current attributes is of course done only when creating a new character. Later during the play, the current attribute will change due to training, age, disease etc.

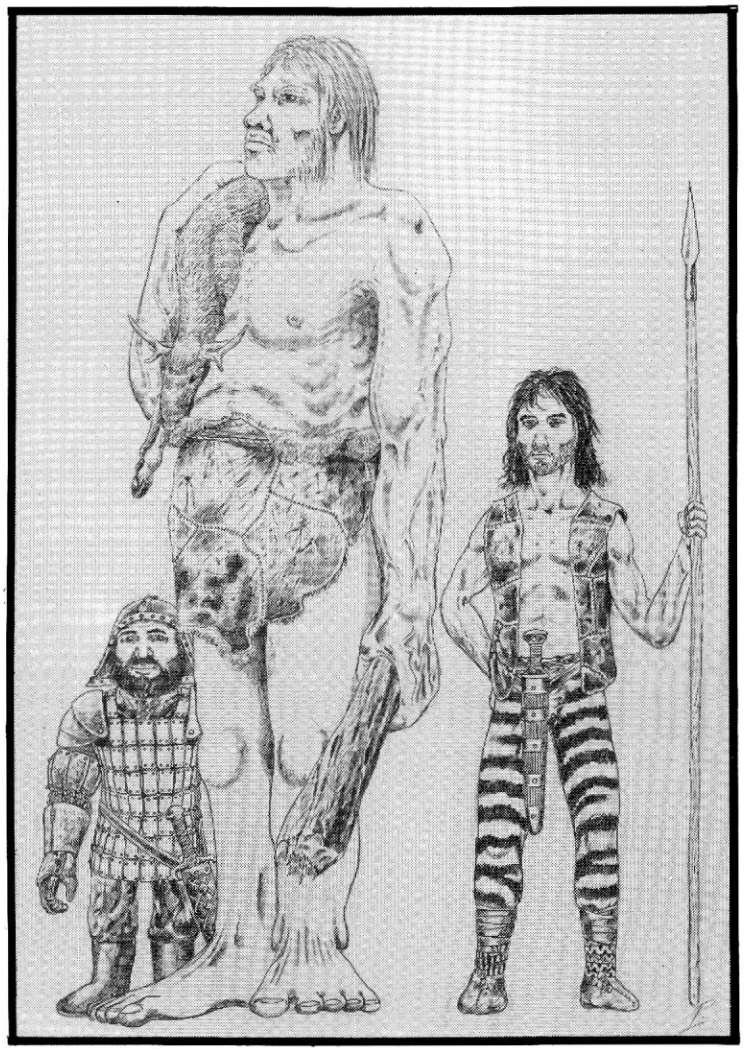
The current attribute may never exceed the potential value through training. When the potential value changes, the development level will remain the same. Note that all attributes are linear, i.e. a character who has 20 in Strength can lift twice as much as one with a Strength of 10.

1.3.1 Size

Size is calculated directly from the weight of the character (Size = √Weight) using the table below.

1.6 Size

Weight	Size	Weight	Size
1-2	1	601-650	25
3-6	2	651-702	26
7-12	3	703-756	27
13-20	4	757-812	28
21-30	5	813-870	29
31-42	6	871-930	30
43-56	7	931-992	31
57-72	8	993-1056	32
73-90	9	1057-1122	33
91-110	10	1123-1190	34
111-132	11	1191-1260	35
133-156	12	1261-1332	36
157-182	13	1333-1406	37
183-210	14	1407-1482	38
211-240	15	1483-1560	39
241-272	16	1561-1640	40
273-306	17	1641-1722	41
307-342	18	1723-1806	42
343-380	19	1807-1892	43
381-420	20	1893-1980	44
421-462	21	1981-2070	45
463-506	22	2071-2162	46
507-552	23	2163-2256	47
553-600	24	2257-2352	48



1.3.2 Weight/Strength

This is briefly Weight divided by Strength and the result may be obtained by using the table below. Find the Strength of the character along the left side of the table, then follow that row towards the right until you reach the first number greater than or equal to the characters Weight. The Weight/Strength is then shown on the top of that column.

1.7 Weight / Strength

STR \ W/S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
3	4	7	10	13	16	19	22	25	28	31	34	37	40	43	46	49	52	55	58	61
4	5	9	13	17	21	25	29	33	37	41	45	49	53	57	61	65	69	73	77	81
5	7	12	17	22	27	32	37	42	47	52	57	62	67	72	77	82	87	92	97	102
6	8	14	20	26	32	38	44	50	56	62	68	74	80	86	92	98	104	110	116	122
7	10	17	24	31	38	45	52	59	66	73	80	87	94	101	108	115	122	129	136	143
8	11	19	27	35	43	51	59	67	75	83	91	99	107	115	123	131	139	147	155	163
9	13	22	31	40	49	58	67	76	85	94	103	112	121	130	139	148	157	166	175	184
10	14	24	34	44	54	64	74	84	94	104	114	124	134	144	154	164	174	184	194	204
11	16	27	38	49	60	71	82	93	104	115	126	137	148	159	170	181	192	203	214	225
12	17	29	41	53	65	77	89	101	113	125	137	149	161	173	185	197	209	221	233	245
13	19	32	45	58	71	84	97	110	123	136	149	162	175	188	201	214	227	240	253	266
14	20	34	48	62	76	90	104	118	132	146	160	174	188	202	216	230	244	258	272	286
15	22	37	52	67	82	97	112	127	142	157	172	187	202	217	232	247	262	277	292	307
16	23	39	55	71	87	103	119	135	151	167	183	199	215	231	247	263	279	295	311	327
17	25	42	59	76	93	110	127	144	161	178	195	212	229	246	263	280	297	314	331	348
18	26	44	62	80	98	116	134	152	170	188	206	224	242	260	278	296	314	332	350	368
19	28	47	66	85	104	123	142	161	180	199	218	237	256	275	294	313	332	351	370	389
20	29	49	69	89	109	129	149	169	189	209	229	249	269	289	309	329	349	369	389	409
21	31	52	73	94	115	136	157	178	199	220	241	262	283	304	325	346	367	388	409	430
22	32	54	76	98	120	142	164	186	208	230	252	274	296	318	340	362	384	406	428	450
23	34	57	80	103	126	149	172	195	218	241	264	287	310	333	356	379	402	425	448	471
24	35	59	83	107	131	155	179	203	227	251	275	299	323	347	371	395	419	443	467	491
25	37	62	87	112	137	162	187	212	237	262	287	312	337	362	387	412	437	462	487	512
26	38	64	90	116	142	168	194	220	246	272	298	324	350	376	402	428	454	480	506	532
27	40	67	94	121	148	175	202	229	256	283	310	337	364	391	418	445	472	499	526	553
28	41	69	97	125	153	181	209	237	265	293	321	349	377	405	433	461	489	517	545	573
29	43	72	101	130	159	188	217	246	275	304	333	362	391	420	449	478	507	536	565	594
30	44	74	104	134	164	194	224	254	284	314	344	374	404	434	464	494	524	554	584	614
31	46	77	108	139	170	201	232	263	294	325	356	387	418	449	480	511	542	573	604	635
32	47	79	111	143	175	207	239	271	303	335	367	399	431	463	495	527	559	591	623	655
33	49	82	115	148	181	214	247	280	313	346	379	412	445	478	511	544	577	610	643	676
34	50	84	118	152	186	222	256	288	322	356	390	424	458	492	526	560	594	628	662	696
35	52	87	122	157	192	227	262	297	332	367	402	437	472	507	542	577	612	647	682	717
36	53	89	125	161	197	233	269	305	341	377	413	449	485	521	557	593	629	665	701	737
37	55	92	129	166	203	240	277	314	351	388	425	462	499	536	573	610	647	684	721	758
38	56	94	132	170	208	246	284	322	360	398	436	474	512	550	588	626	664	702	740	778
39	58	97	136	175	214	253	292	331	370	409	448	487	526	565	604	643	682	721	760	799
40	59	99	139	179	219	259	299	339	379	419	459	499	539	579	619	659	699	739	779	819
41	61	102	143	184	225	266	307	348	389	430	471	512	553	594	635	676	717	758	799	840
42	62	104	146	188	230	272	314	356	398	440	482	524	566	608	650	692	734	776	818	860
43	64	107	150	193	236	279	322	365	408	451	494	537	580	623	666	707	750	793	838	881
44	65	109	153	197	241	285	329	373	417	461	505	549	593	637	681	725	769	813	857	901
45	67	112	157	202	247	292	337	382	427	472	517	562	607	652	697	742	787	832	877	922
46	68	114	160	206	252	298	344	390	436	482	528	574	620	666	712	758	804	850	896	942
47	70	117	164	211	258	305	352	399	446	493	540	587	634	681	728	775	822	869	916	963
48	71	119	167	215	263	311	359	407	455	503	551	599	647	695	743	791	839	887	935	983
49	73	122	171	220	269	318	367	416	465	514	563	612	661	710	759	808	857	906	955	1004
50	74	124	174	224	274	324	374	424	474	524	574	624	674	724	774	824	874	924	974	1024

1.4 Increasing current attributes and skills

The current value in the attributes and skills is increased through training. Skills may also be increased by experience, which is covered in chapter 2. It requires a certain number of hours of training, training hours needed (THN), to get a chance to increase the current value of an attribute or skill. The THN depends upon the training being done with or without a teacher. A teacher is a person who can actually instruct and make out an effective training program. When skills are taught the teacher must have more knowledge of the subject than the trainee. On the list below, you will find the THNS (Training Hours Needed for Selftraining) and THNT (Training Hours Needed with Teacher) for each attribute. The THNT's are with a good teacher and the values are only guidelines and should be adjusted by the GM for very good and not-so-good teachers. When a teacher is teaching more than one pupil at a time, increase the THNT some according to the number in the class. The THNT would hardly be doubled by this and an increase of 50% in THNT could be appropriate for something like 10 pupils. In training attributes, books may be considered as bad to average teachers. Books as aids to learning skills are covered in chapter 2.

1.8 THN for attributes

Attribute	ML	THNT	THNS
Strength	5	40	80
Endurance	5	40	80
Coordination	6	60	120
Manual Dexterity	5	40	80
Handedness	—	20	40
Learning	5	60	250
Willpower	5	60	200
Awareness	5	60	120
Artistic Creativity	3	40	80
Musicality	3	40	80

When the THN have been completed, a dice-roll is made to increase the current attribute or skill. To increase: roll 1d20, the number should be less than or equal to the potential minus the current in the attribute or skill. Example: A character has trained a sufficent number of hours to gain an increase roll in Strength. He has a potential Strength of 30 and a current of 13. To increase the Strength by 1, roll 30—13 = 17 or less on the d20. Add 1 to the increase per full 20 in difference. Any remainders are treated as above. Example: A character has gained an increase roll in Learning. She has a potential Learning of 38 and a current Learning of 12. The difference is 26. Thus, the Learning is increased by 2 if the player throws 6 or less and 1 if the result is higher than 6.

1.4.1 Adjusting the THN for equipment

Special training equipment may decrease the THN for attributes or skills. Equipment such as effective weightlifting devices will decrease the THN for strength. This is up to the GM's discretion. A decrease of one third of the THN is a large amount for any equipment that can be found in a fantasy world.

1.4.2 Limits on training

There is a limit to how much a character can physically train during a specific period of time. This limit is the characters Endurance. No character may train in physical attributes or skills more hours per week than twice his or her Endurance.

Optional: *For those players who wants their characters to train 16 hours each day in non physical attributes or skills another limit should be used in addition to the one above: No character may train in any attribute or skill more hours per week than three times his or her Willpower. Even though the Willpower is very high, there is of course a limit in the number of hours available each day.*

1.4.3 Maintaining attributes and skills

All attributes and skills must be trained to some degree if one wishes to maintain their currentlevel. The number of minutes of self-training required per week is shown in table 1.9 Maintenance. It will depend upon the characters development level and the maintenance level (ML) of the attribute or skill. The maintenance level indicates how easily a skill or attribute is maintained and is found in table 1.8 THN for attributes or 2.3 Skills. The training time needed to maintain is the average through the year (at the GM's discretion). A teacher will only reduce this time by one third.

If a character does not train to maintain an attribute or skill, a d20 is rolled every year to see if it decreases. If the result on the d20 is lower than (or equal to) the development level in the skill or attribute, it is decreased by 1 development level. For physical attributes, this roll is made every half a year when they are not trained. This is to simulate a more rapid fall in these attributes.

When an attribute or skill is trained half the time required per week, the development level is halved for the purpose of checking for a decrease. If only one third of the time is trained, the development level is divided by three and so on. Example: A character has a current in climbing of 15 and a potential of 25. This gives a development level of 12 in this skill. Climbing has a maintenance level of 3. By cross-referencing these values on table 1.9 Maintenance, we find that 70 minutes (10 minutes each day) of training is required to maintain this current. The character trains only half of this during a year. Therefore, a d20 is rolled against the development

1.9 Maintenance

DL \ ML	1	2	3	4	5	6
1	1	1	2	5	5	5
2	1	3	5	10	10	15
3	2	5	10	10	15	25
4	3	5	10	15	25	35
5	4	10	15	25	30	45
6	5	10	20	30	40	60
7	5	10	25	35	50	75
8	10	15	30	45	60	90
9	10	20	40	55	75	110
10	10	25	45	70	90	140
11	15	30	55	85	110	170
12	15	35	70	100	140	210
13	20	45	85	130	170	260
14	25	55	110	160	220	320
15	35	70	140	210	280	420
16	45	90	190	280	370	550
17	65	130	260	400	520	790
18	100	210	420	620	830	1250
19	120	440	880	1320	1750	2630

level divided by 2 (6). 5 is rolled and so the skill is reduced by one develoment level. the new development level of 11 and the potential of 25 yields a current of 14. Training that exceeds the maintenance time will count to increase the attribute or skill.

1.4.4 The ''normal'' life

Living a ''normal life'' as a citizen of a town, a peasant or the like, will give training in some attributes and skills. A lot of easily forgotten actions are done during a day like walking, running, lifting a couple of heavy objects, swimming, singing, listening to others talk about legends, mythology and so on. All of these will count to maintain and even increase certain attributes and skills. How much all the actions done during a period will affect a character should be loosely determined by the GM but most of the actions will count as training with more than double THNS. Remember that characters will stabilize on certain development levels in attributes and skills as the result of their way of living. A peasant will for instance stabilize in Strength higher than a townsman, perhaps a development level of 6 or 7. As a guide to where one stabilizes, use chapter 3 BACKGROUNDS as well as table 1.9 Maintenance.

1.4.5 Decreasing attributes and skills

The current attributes may decrease due to age and various diseases as well as lack of training.

Physical attributes will change with age. The potential value of Strength, Endurance, Coordination, Manual Dexterity and the current Health will reach a physical peak point (peak) for humans at the age of 20. The potential attributes determined by dice or the choosing system are the potential values at the peak point. Below this point, the values will increase gradually i.e. half values at the age of 10. Above the peak point (20) the physical attributes will decrease by 5% of the peak potential per 5 years, i.e. a potential of 40 will decrease by 2 every five years. In chapter 10 CREATURES this period (5 years for humans) with a 5% decrease is referred to as the decrease time.

Awareness is also decreased as the physical attributes but it has its peak value all the time before the peak point. This attribute is spiritual but influenced by the bodily senses. When the spirit leaves the body, it will regain the original potential value. All other spiritual attribute potentials (Learning, Willpower, Artistic Creativity and Musicality) remain constant.

For convenience, you may use the peak value as the potential for character ages 16 to 30.

1.5 Attribute rolls

During play, situations might occur when one of the characters attributes play a major part. Situations like reacting fast enough to something, lifting weights and noticing a pick pocket are all examples of such situations. The player should take the attribute in question and add 2d10. This roll is open-ended. The result should be higher than a specific number depending upon its difficulty (the difficulty level) that the GM has already assigned the situation. To aid the GM in determining this, a list of difficulty levels and their descriptions are found in table 2.2 Difficulty levels. Example: A character tries to lift a heavy stone. The GM figures it would require a Strength roll of 25 to make it. The character has 15 in Strength and the player throws 12 on the 2d10. The result is 27 which is higher than 25 and so the character manages to lift the stone on the first try.

1.5.1 Awareness roll

Often during the course of play, an Awareness roll will be called for. It is used in many situations such as when detecting hidden objects or creatures or when noticing an enemy attack from behind. Awareness rolls should be adjusted depending upon how alert the character is in the particular situation.

Modifications to the skills move quietly, hide and the like are for an observer (the one who makes an Awareness roll to detect the other) who is generally alert and aware of the environment. If a player states that his or her character is very alert, up to 20 (or even more) should be added to the Awareness roll. If a character is less aware for instance when sitting and ''devouring'' breakfast, a subtraction of up to 20 should be made from the roll. If a character searches for something in a specific place (on the floor, in the ceiling etc.) the Awareness roll is adjusted upwards. If the character searches in the wrong place the Awareness roll is adjusted downwards.

1.5.2 Fear

Now and then the characters will encounter situations where they would be thoroughly scared, sometimes to death. It is very difficult to roleplay a character correctly when he or she meets the first zombie or werewolf. In addition to this, the fear might result in physical reactions beyond any roleplaying skill. To handle this, the character should make a Willpower roll with adjustments according to table 1.10 Fear adjustments. The result is checked on table 1.11 Fear to find the effects the fear has taken on the character in question. Status will not affect this roll.

Characters with a weak heart could get a heart attack at a higher result than usual (in addition to fainting or falling into coma).

1.10 Fear adjustments

DL	Creature	DL	Familiarity
-30	Awful demon	0	Never seen before.
+10	Werewolf	+10	Seen a few times.
+10	Giant spider	+20	Seen many times.
+20	Fresh zombie	+30	Commonly seen.
+30	Giant		

1.11 Fear	
DL	Effect
51 +	No effect.
46-50	-3 in status for 30 seconds.
41-45	-5 in status for 30 seconds.
36-40	-5 in status for 1 minute.
31-35	-10 in status for 1 minute.
26-30	Victim attacks opponent in rage trying to grapple it with the result of loosing 10 in defense value.
21-25	Victim flees as far as possible from the source of the fear for 5 minutes.
16-20	Victim stands immobilized as long as the source of the fear is active unless snapped out of it or attacked, if this is the case apply the result from 21-25.
11-15	Victim becomes hysterical and will stand as long as the source of the fear is active unless snapped out of it.
8-10	Victim faints and remains unconcious for 10 to 30 minutes unless actively awakened.
6-7	As above and the hair of the victim turns white.
1-5	Victim falls unconcious (coma) for 1 to 4 days and will need an additional week or rest.
-0	Victim suffers a heart attack and urgently needs medical attention. A medical lore roll of 20 or above is needed for the victim to survive within one minute. If the victim survives, he or she will need medical care for an additional one month and will suffer a permanent loss in potential and current of about 10% in all the physical attributes. This will depend on the medical care given.

1.5.3 Concentration

If a character is disturbed while doing something requiring heavy concentration, like casting magic or aiming with a missile weapon, he or she makes a Willpower roll and subtracts any negative result from the skill or attribute. Some guidelines for adjustments to the Willpower roll are given in the table below. "Critical" situations will usually raise the Willpower. This must be determined by the GM.

1.12 Concentration			
Adj.	Situation	Adj.	Situation
-10	Casting magic	-30	Light push or heavy noise
-10	General noise	-40	Heavy push
-15	Much or sudden noise	-30	Per real damage

1.5.4 Reaction roll

Often the GM would need to know how long a character spends reacting to something. To determine this, we have included a reaction table that shows how many seconds it takes the character to react to an event. The reaction time is the time from noticing the event to being able to act to it. The reaction roll is really an awareness roll i.e. awareness + 2d10. The table below is based on a situation where the character is partially alert, as when travelling. If the character is very alert, as when expecting danger, an addition of, for example, 20 should be given to the reaction roll. If the character is unaware, as when something happens while he or she is sitting relaxed and eating, a subtraction of about 10 should be given.

1.13 Reaction time			
Reaction roll	Seconds	Reaction roll	Seconds
-30	6	50	0.3
-20	5	60	0.2
-10	4	70	0.1
0	3	80	0.09
10	2	90	0.08
20	1	100	0.07
30	0.5	110	0.06
40	0.4	120	0.05

A moving terror

In a town not far away from her own, Taya met a man called Orto. He is big and strong. He has black hair and a large beard. Orto has a good sense of humor and he loves beer, women and good music. Together they decided to search for a lost merchant not far away from the town. With Taya's stealth and bow and with Orto's fighting power, they make a good adventuring pair.

In their search, they get to an old forgotten tower in the forests. They carefully search through its rooms and also its cellar. They walk through the lower chambers excitedly and ready to fight or flee anything that moves. Suddenly as they turn a corner something horrible moves towards them. It seems to be a walking human corpse. Its fingers are missing, the face is twisted in a grotesque expression and its skin is rotten and parts of it are missing. The corpse walks slowly, dragging its body towards Taya and Orto.

Both players make a Willpower roll on the fear table. The GM figures the corpse is more scary than an average zombie and gives it a modifier of +18. Taya rolls 15 on the 2d10. Adding her Willpower of 14 gives a 29. Adjusting for the zombie yields a 47. The GM notes that she gets —3 in Status for 30 seconds. The GM tells the player that Taya feels a bit nervous and shaky. Orto on the other hand lands on a 34 which is —10 in Status for 1 minute. The GM tells the player that Orto becomes really scared. His hands are shaking and his legs are weak. In this condition, Orto doesn't feel like attacking the terrifying opponent. They both decide to back off and try the zombie another time.

2 SKILLS

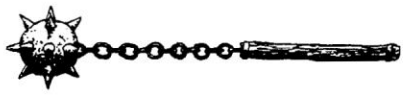
As mentioned earlier skills are based on the characters attributes. The skill potentials are determined by the current attributes. Example: A characters Learning will help determine the potential skill in plant lore. In the process of creating a character, after having made out all the potential and current attributes one has to find the potential skills.

2.1 Potential skills

There are different current attributes that will determine the potential of the various skills. Example: Manual Dexterity, Learning and Artistic Creativity will determine a characters potential drawing skill, while Strength and Coordination will determine the potential Smithing skill of a character. Many skills have the same basis in the attributes. That is, the same attributes sometimes make more than one potential skill. We have therefore put some skills into the same category. This is also done to ease calculation as you would only find the potential of each category rather than each separate skill. In table 2.3 Skills, you will find a number of letters in the column labeled "Cat.". These letters (from A to R) refer to the categories in table 2.1 Categories. In finding the potential skills of a character, just find the categories you need and then find the potential of those categories. In table 2.1 Categories you find what attributes influence on which category and how much. Each attribute that influences on a category has a number that shows how much it counts in determining the potential. The character gets one in potential per full number the character has in the relevant current attribute. If there is more than one attribute in a category, just add the results together to get the total potential in the category. Example: You want to find the potential of category G to a character with a Strength of 14 and a Coordination of 11. You find that both Strength and Coordination count 2 in that category. This means that per full 2 in Strength and Coordination, the character receives 1 in the potential. 14 in Strength gives 7 and 11 in Coordination gives 5. The result is that the character has a potential of 12 in the G category.

2.1.1 Talent

Talents are to illustrate especially good or bad sides of a character. Talents are found by throwing 2d6 (with 50% (1 on d2) to get less than 2 or more than 12 as with the "s"-dice) and add it to the potential of the skills. One talent roll is made for each and every skill separately. This makes a special individual variation to the skills.



2.1 Categories

Category	Size	Strength	Weight/Strength	Coordination	Manual Dexterity	Handedness	Learning	Willpower	Awareness	Artistic Creativity	Musicality
A							1				
B			-1	2			5	2	2		
C				2			5	3	3		
D				2			5	4	4		
E	-1		-2	1			5	2	2		
F			-1	1			5	2			
G		2		2			4				
H					2		2				
I					3		3			2	
J							2		2		
K				2	5		5	2			
L				3	4		5	4	5		
M			-2	2			3			3	2
N							3			4	2
O					4	-4	3			4	2
P							3	2	4		
Q									1		
R							2	2			

2.2 Current skills

2.2.1 Initial bonus

"A" and "R" skills require some knowledge before they can be performed. All the skills in these two categories are increased from 0 and you can't do anything within these skills if you haven't learned something about them. This fact separates A and R skills from skills in the other categories.

There are differences in how well characters can perform B-Q skills without having trained in them. This introduces the initial bonus in all skills but those in the A and R category. The initial bonus depends upon the potential skill only: per full 5 in potential, the character receives 1 in initial bonus. The current skill may never be lower than the initial bonus except when modifications such as Status (explained in chapter 4) or the like are made. Those modifications may only lower the current skill temporarily.

2.2.2 Current skill start

To determine the characters starting current skills, use the method with development levels described under current attributes (1.3). The average development level for skills would not be 5 as with current attributes. The development level for current skills will vary a great deal more depending upon wether it is an A or R-category skill or not (whether it is a skill with initial bonus or not) and the THN of the skill. Skills of category B-Q which are not trained will have only their initial bonus (approximately development level 4).

In chapter 3, you will find examples of backgrounds where development levels are used to describe skill-starts as well as attribute-starts.

2.3 Skill roll

Whenever a character uses certain skills, a skill roll will be required. This is to find out how well a character has performed the skill. Some skills do not require a skill roll, this will be made clear under each skill later in this chapter. All skill rolls are open-ended. Which dice are to be thrown varies with the skills and will be found in table 2.3 Skills in the column labeled "Dice". The result of the dice roll is added to the current skill to get the result of the skill roll.

The reason why there are differences in the skill rolls (1d20, 2d10 or 3d6) is because there are variations in how much one roll covers. Example: A roll in acrobatics covers one act such as a somersault while a roll in pottery covers a "longer" act such as the making of a vase. There is a greater variation in an acrobats somersaults than in a potters making of a vase. Therefore an acrobatics roll is made with 2d10 and a pottery roll is made with 3d6 as there is a greater variation with 2d10 than with 3d6. There is a greater chance of throwing an average result (10 or 11) with 3d6.

This regulation of variation can also be useful within one skill. Example: a 2d10 skill roll in acrobatics simulates the variation of a characters skill in one act (as somersault). If the character does performances in acrobatics that last for ten minutes it would be just terrible to throw 2d10 some hundred times. It would be obvious that the general performance does not vary as much as each somersault. So instead of throwing 2d10 till your fingers get sore, just throw 3d6 and add the acrobatics skill of the character to get an overall performance value. As variation in the skill decreases through time, the dice to be thrown go from 1d20 to 2d10 to 3d6. If an even smaller variation is wanted, 4d4, 5d3 or 7d2 may be used. Add 10 to the skill if no variation is wanted.

Often, a skill roll will have to be above a specific number (difficulty level) to be successful. This number varies with the difficulty of the situation. The difficulty levels of some special situations are covered under each skill later in this chapter. The GM will have to assign difficulty levels for situations that are not covered under the skills. The list below will serve as guidelines for the GM, also when determining difficulty levels for attribute rolls.

2.3 Difficulty levels

DL	Description
-10	Impossible to miss.
-5	Peanuts.
0	Very easy.
5	Easy.
10	Probable if not trained.
15	Possible if not trained.
20	Possible if not trained.
25	Very tough if not trained.
30	Hard.
40	Very hard.
50	extremly hard.
60	Foolhardy.
70	Guinness book of records.

2.4 Easy skills

There are many skills we have not included in our list of skills. Most of these are very easy to perform and are therefore ignored. Skills such as walking, eating and breathing have very low difficulty levels and most people have a high current in them. They are performed automatically without any skill rolls.

2.5 Increasing skills

2.5.1 Experience in skills

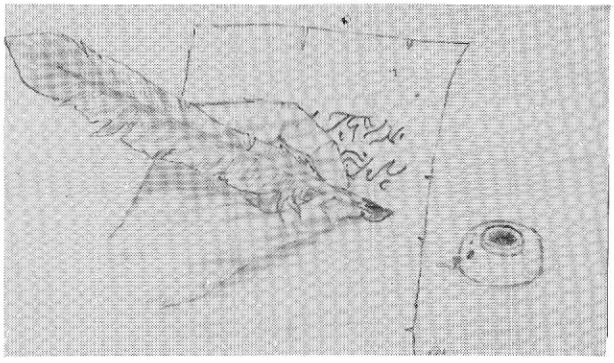
In addition to training, skills may be increased by experience. How much experience a character has attained in a skill since the last increase roll is the number of experience marks gained. An experience mark is gained in attempting to do the skill in a "critical" situation, usually life threatening (GM's decision). The numbers under the column Exp. in table 2.3 Skills show how many experience marks are required to get one increase roll. Increase rolls due to experience are not made in the middle of a critical situation such as a battle or while climbing a cliff.

2.5.2 Books as teachers

As with attributes, the THNT (Training Hours Needed with Teacher) is the THN with a fairly good teacher. A bad teacher will increase the THN to somewhere between THNS and THNT. Books will generally be bad to average teachers. In addition, books will cover special levels of knowledge. This could be for instance from skill 15-20. A range of 10 would be considered high. Only within this range of the skill will the book have much value to the character studying it. A book will give a maximum increase-rolls to anyone reading it. A maximum of 3 rolls would be considered high.

2.5.3 Selftraining by doing

There is a difference between training in a skill (or attribute) and just performing it. When a character is training he or she is working towards an increase. A character that is performing a skill has a different purpose. When someone makes a living out of carpentry he or she wants to get valuable products. When someone is training in the skill of carpentry he or she is actively trying to raise this skill. This does not mean that you will not increase in a skill by doing it, it only implies that it is not as effective. Treat a general performance of a skill, as when having it as a profession, as selftraining with ten times the THNS.



The creation of Taya

During a couple of adventures of sneaking around, Taya has performed the skill hide in ten critical situations. She has now gained an experience roll in the skill. Her potential in hide is 26 and her current is 9. Her player must roll 26—9 = 15 or less on the d20 to increase. She rolls a 7 and the current is raised to 10.

Character sheet A1 humanoid (fantasy)

Name: Taya Mordain Race: Human Sex: ♀ Born: 21/6-1236 Age: 18
Nationality: Tarimentos Religion: Isheena Trall
Description: Blue eyes, dark hair, masculin look

Attribute	Current	Potential	Peak
Height	161 cm		
Weight	50 kg		
Size	7		
Strength	7	28	28
Weight/Strength	7		
Health	9		9
Endurance	14	39	39
Coordination	15	44	44
Manual Dexterity	8	31	31
Handedness	7	R/⅛	
Learning	10	39	
Willpower	14	47	
Awareness	16	45	
Artistic Creativity	11	44	
Musicality	8	33	

Notes

Skill	Cat.	Tal.	Cur.	Pot.
Animal Lore	A	9	5	19
Art Lore	A	6	0	16
Climbing	B	5	6	22
Hide	E	10	16	32
Jewelry Lore	A	4	0	14
Landing	B	4	4	21
Medical Lore	A	7	0	17
Move Quietly	E	12	20	34
Plant Lore	A	9	2	19
Riding	B	3	6	20
Survival Lore	A	5	5	15
Swimming	F	4	8	21
Tracking	J	6	9	19
Cookery	I	4	4	14
Disease L.	A	9	3	19
Legend L.	A	7	3	17
Mythology	A	8	1	18
Social L.	A	5	3	15
Tanning	H	3	5	12

Location	Armor Type	AP
1 Head		
2 Head		
3 R.Arm	Soft leather	2
4 R.Arm	"	2
5 R.Arm		
6 L.Arm	Soft leather	2
7 L.Arm	"	2
8 L.Arm		
9 Chest	Soft leather	2
10 Chest	"	2
11 Abd.	"	2
12 Abd.	"	2
13 R.Leg	"	2
14 R.Leg	"	2
15 R.Leg	"	2
16 R.Leg	"	2
17 L.Leg	"	2
18 L.Leg	"	2
19 L.Leg	"	2
20 L.Leg	"	2
Total Armor ENC	3,5	
Damage Bonus	2	
Base Fatigue Increase	20	
Jumping	32	
Running	61	

Language	Cat.	Tal.	Speak	Pot.	Tal.	Read	Pot.
Tarimentan	A	5	11	15	4	2	14

Spell	Cat.	Tal.	Cur.	Pot.	Total	FI	DL

Notes

Character sheet A2 humanoid (fantasy)

Melee Weapon	Talent	Current	Potential	W.Mod.	Total	Hand	STR	B.Dam.	C.Dam.	SPC.R.	HP	Dodge	Grab W.
Knife	9	7	26	0	7	R	4	5	7	0,7	25	0	60
Knife	11	0	28	0	0	L	4	5	7	0,7	25	0	60
Unarmed	10	5	27	0	5			0	2	0,7		0	

Dodge / Missile Weapon	Talent	Current	Potential	W.Mod.	Total	STR	B.Dam.	C.Dam.	Pen.Fact.	Range	Max.Rng.	HP	Reload
Short bow (30#) (composite)	8	7	16	-11	-4	10	20	20	1	9	175		5 sec

Throw Rock: 6 4 22

ENC	Location	Equipment
3,5	Body	Armor
1	Hips	Knife × 2
2	Chest	Bow
2	Back	Quiver + arrows
8,5		Total

Personal Real Enc: 8
Horse Real Enc
Character Enc

Ammunition: Arrows (fieldpoints)

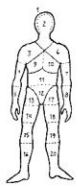
Money

Type	Amount	Used	Earned
Copper	5		
Silver	3		
Gold			

Loanes | Loanes

Character sheet B1 humanoid (fantasy)

Name: Taya M.



Status	Fatigue	Bleeding
40	40	10*
39	39	9
38	38	8
37	37	7
36	36	6
35	35	5
34	34	4
33	33	3
32	32	2
31	31	1
30	30	10*
29	29	9
28	28	8
27	27	7
26	26	6
25	25	5
24	24	4
23	23	3
22	22	2
21	21	1
20	20	10*
19	19	9
18	18	8
17	17	7
16	16	6
15	15	5
14	14	4
13	13	3
12	12	2
11	11	1
10	10	10*
9	9	9
8	8	8
7	7	3
6	6	1
5	5	0
4	4	-1
3	3	-2
2	2	-3
1	1	-4

Notes:

Head	Right Arm	Left Arm	Chest	Abdomen	Right Leg	Left Leg
18	18	18	36	30	30	30
17	17	17	35	29	29	29
16	16	16	34	28	28	28
15	15	15	33	27	27	27
14	14	14	32	26	26	26
13	13	13	31	25	25	25
12	12	12	30	24	24	24
11	11	11	29	23	23	23
10	10	10	28	22	22	22
9	9	9	27	21	21	21
8	8	8	26	20	20	20
7	7	7	25	19	19	19
6*	6*	6*	24	18	18	18
5	5	5	23	17	17	17
4	4	4	22	16	16	16
3	3	3	21	15	15	15
2	2	2	20	14	14	14
1	1	1	19	13	13	13
0	0	0	18	12*	12	12
-1	-1	-1	17	11	11	11
0	0	0	16	10	10	10*
-3	-3	-3	15	9*	9	9
-4	-4	-4	14	8	8	8
-5	-5	-5	13	7	7	7
-6	-6	-6	12	6	6	6
-7	-7	-7	11	5	5	5
-8	-8	-8	10	4	4	4
-9	-9	-9	9	3	3	3
-10	-10	-10	8	2	2	2
			7	1	1	1
			6*	0	0	0
			5	-1	-1	-1
			4	0	0	0
			3	-3	-3	-3
			2	-4	-4	-4
			1	-5	-5	-5
			0	-6	-6	-6
			-1	-7	-7	-7
			-2	-8	-8	-8
			-3	-9	-9	-9
			-4	-10	-10	-10

AP									
1		3	2	6	2	9	2	11	2
2		4	2	7	2	10	2	12	2
		5		8					

AP							
13	2	17	2				
14	2	18	2				
15	2	19	2				
16	2	20	2				

Real Enc: 8 Base Fatigue Increase: 20

Offensive
Defensive
Damage Adjustment Time Adjustment
Attacks
Defensives

Character sheet B2 humanoid (fantasy)

Exp.N	Experience	Skill	Training	THNT	THNS
3		Animal Lore	10	50	500
10		Art Lore		50	500
10	1	Climbing	12	20	40
10	////1	Hide		20	40
10		Jewelry Lore		40	400
10		Landing		20	40
10		Medical Lore	37	50	500
10	////	Move Quietly		20	40
3		Plant Lore		50	500
10	1	Riding		20	40
10	1	Survival Lore		40	200
10		Swimming		20	40
10	1	Tracking		30	150
20	////////1	Dodge		40	80
3		Cookery	7	40	130
10		Disease L.		50	500
3		Legend L.		50	–
3		Mythology		50	–
3		Social L.	13	30	300
3		Tanning		20	100

Exp.N	Experience	Skill	Training	THNT	THNS
20	//////// ///	Knife	12	40	80
20	1	Bow	2	30	60

Attribute	Training	THNT	THNS
Strength	10	40	80
Endurance	20	40	80
Coordination		60	120
Manual Dexterity		40	80
Handedness		20	40
Learning		50	250
Willpower	10	60	200
Awareness		60	120
Artistic Creativity		40	80
Musicality		40	80

2.3 Skills

Skill	Cat.	Dice	Exp.	ML	THNT	THNS	Skill	Cat.	Dice	Exp.	ML	THNT	THNS
Acrobatics	B	2d10	10	5	40	80	Missile Weapons	C	1d20	20	4	30	60
Alchemy Lore	A	—	3	4	50	500	Move Quietly	E	2d10	10	3	20	40
Anatomy	A	—	3	3	40	400	Mythology	A	—	3	4	50	—
Animal Lore	A	—	3	4	50	500	Natural Ritual	A	3d6	3	1	10	100[1]
Animal Training	P	—	10	4	40	130	Natural Spell	A	2d10	10	1	10	100[1]
Art Lore	A	2d10	10	4	50	500	Navigation	A	3d6	3	3	40	400
Binding	H	3d6	3	1	5	25	Pick Pockets	H	—	10	3	20	100
Bonds Escape	K	3d6	3	3	20	40	Plant Lore	A	—	3	4	50	500
Bow-Making	H	3d6	3	3	30	150	Play Instrument	N/O	3d6	3	3	30	100
Carpentry	H	3d6	3	3	30	150	Poison Lore	A	—	10	3	40	400
Climbing	B	2d10	10	3	20	40	Pottery	I	3d6	3	2	20	70
Composing	N	3d6	3	3	30	100	Riding	B	2d10	10	3	20	40
Cookery	I	3d6	3	4	40	130	Sailing	B	3d6	3	3	20	40
Dancing	M	3d6	3	4	30	100	Sculpturing	I	3d6	3	3	30	100
Disease Lore	A	—	10	4	50	500	Sense Danger	Q	2d10	10	3	50	500
Diving	B	2d10	10	2	10	20	Sense Direction	Q	2d10	10	3	50	500
Dodge	B	—	20	5	40	80	Sense Motion	Q	2d10	10	3	50	500
Drawing	I	3d6	3	4	40	130	Sense Spirit	Q	2d10	10	4	70	700
Empathy	Q	2d10	10	2	40	400	Ship Lore	A	—	3	2	30	300
Fine Smithing	I	3d6	3	4	40	200	Singing	N	3d6	3	3	30	100
Fletching	H	3d6	3	2	20	100	Skiing	B	3d6	3	3	20	40
Forgery	H	3d6	10	3	30	150	Sleight of Hand	H	2d10	10	4	30	150
Gem Cutting	I	3d6	3	4	40	130	Smithing	G	3d6	3	3	20	50
Glassblowing	I	3d6	3	4	40	130	Social Lore	A	—	3	2	30	300
Hide	E	2d10	10	3	20	40	Spot Emotion	J	2d10	10	2	20	100
Jewelry Lore	A	2d10	10	3	40	400	Survival Lore	J	3d6	10	4	40	200
Juggeling	L	2d10	10	5	40	80	Swimming	F	2d10	10	3	20	40
Landing	B	—	10	3	20	40	Tailoring	I	3d6	3	3	30	100
Languages	A	—	3	4	50	—	Tanning	H	3d6	3	2	20	100
Legend Lore	A	—	3	4	50	—	Telepathy	Q	2d10	10	5	70	700
Literacy	A	—	3	4	50	—	Throwing Weapons	D	1d20	20	4	30	60
Magic Lore	A	—	3	4	50	500	Torturing	H	2d10	10	2	20	100
Medical Lore	A	3d6	10	4	50	500	Tracking	J	2d10	10	3	30	150
Melee Weapons	B	1d20	20	5	40	80	Willpower Ritual	R	3d6	3	1	20	100[1]
Mineral Lore	A	—	3	4	50	500	Willpower Spell	R	2d10	10	1	20	100[1]

1. A current of at least 1 is required in these skills to be able to self-train.

2.6 Skill definitions

2.6.1 Knowledge skills (category A)

All the skills in category A are pure knowledge skills. Most of them are only a guideline to the GM so that she (or he) can keep a track of the character's knowledge. Some of the skills have special applications as will be explained under each skill later in this chapter.

One should have one thing in mind about the knowledge skills, the current in such a skill doesn't measure what the character knows in the field, only how much. This means that two characters with the same current in say art lore, may know totally different things about art. Thus, it would often be helpful to note down what the current in the skill covers. As with art lore, this could be like: current in art lore covers only knowledge of paintings.

2.6.2 Craft skills (category H and I)

Skills in category H and I are craft skills and they cover the making of items artistically or not. When these skills are used to make an object, 3d6 are added to the skill. The result is the quality of the item made. The quality will help determining the value of an object as shown in table 2.4 Qualities. Just multiply the number below the quality (multiplier) with the cost of the item given in chapter 6 EQUIPMENT. It is actually the cost excluding the material cost but for items with low material cost, just use the cost given in the equipment tables.

2.4 Price and quality

Quality	Multiplier	Quality	Multiplier
15	0,1	45	2
20	0,5	50	5
25	0.75	55	10
30	1	60	20
35	1,25	65	40
40	1,5	70	Special

If one doesn't want to differentiate much between the qualities 25-35, the multiplier can be set to 1. This may be done to ease the calculations as these qualities are the most common. The quality may also give the

item other properties, like being more solid. This will be made clear under each skill later in this chapter. Otherwise it is up to the GM.

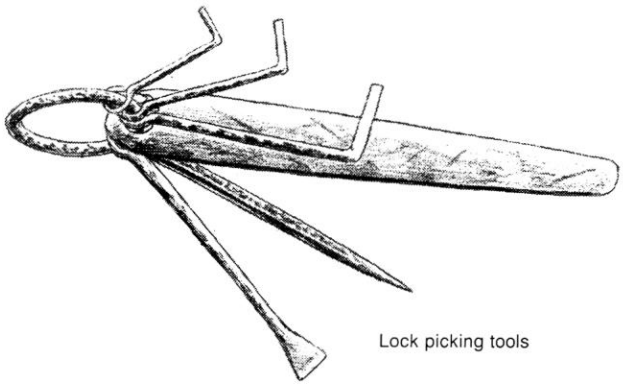
2.6.3 Craft skills and time

In chapter 6 EQUIPMENT, you will find the normal production time for different equipment and items. This is the time spent when the skill is unmodified. Modifications are done if the character wants to spend less or more time than normal as shown below.

2.5 Time and quality					
Production Time	0,5X	0,75X	2X	5X	10X
Quality Adjustment	-20	-10	+5	+10	+15

2.6.4 Lock picking

The skill of lock picking is not included in this game. This is because almost all the locks available in a fantasy world are so easy to pick with the right equipment that it requires only some sort of crash course to learn how to do it. The fact is that locks that require more skill to pick were not invented until the 19th century in our world. A typical lock in a fantasy world will be those commonly found in doors inside houses today. They will not require much time to open, perhaps 5 to 60 seconds with the right equipment. Those who are used to picking such locks will do it in less time.



Lock picking tools

2.6.5 Traps

We have not included any skill covering the setting or disarming of traps. Since the variations in what traps can be made are so great, such a skill would be very difficult to handle. The GM would be far better off if the players were to actually describe what they did when trying to set or disarm a trap. Just get the players to explain to you how they build it and then you can decide how well it works.

If the characters find a string across the corridor, just let them say what they will do with it. That's a lot better than saying "Well, I'll use my disarm trap skill" and throw the dice. As for spotting traps, the players would have to specify where they search and the GM would make an awareness roll to see if the character finds anything suspicious. Then tell them what they see. The difficulty level for the awareness roll will depend upon the detectability of the trigger mechanism. If the characters don't actively search for anything, raise the difficulty level by 10-20.

2.7 Skill descriptions

In this part of the chapter, you will find specific definitions and rules covering each skill.

Acrobatics

This skill covers all acrobatic moves from doing a fly spring to a somersault. A skill roll is required every time such a stunt is performed. The difficulty levels for different acrobatic moves are given below. Other moves than those listed may be attempted. In that case, the GM would have to determine a new difficulty level in accordance with those used below. A failure in a skill roll may have many different consequences depending upon the situation. Usually a failure will mean a fall using the rules in 4.7.1. Otherwise it is up to the GM.

2.6 Acrobatics			
DL	Action	DL	Action
10	Throw a wheel	35	Back somersault
15	Backbend	45	Double somersault
20	Do a fly spring	+5	With a turn
25	Somersault	+10	Straight
30	Still somersault		

Alchemy lore

Alchemy is the medieval form of chemistry and its basic goal was to produce gold from materials of less value. Here, alchemy means the production of all sorts of potions, medicines etc. whether they are magic or not. In chapter 9 MAGIC, you will find the difficulty levels for different potions. For poisons see chapter 8 POISON AND DISEASE.

Anatomy

This skill is the knowledge of the structure of the human body (or other species). The current in this skill gives a guideline to how much a character knows about anatomy. It has also a specific use in combat: Per full 10 in the skill, add 1 to the damage with any weapon.

A thin thread

We meet Taya and Orto again as they are walking through some old goblin caves deep beneath the ground. They have heard rumors that there should be dangerous traps here. Some adventurers were killed by a pit trap, falling many meters and being pierced by spears at the bottom of the pit.

Taya walks in front and her player states that she thoroughly searches the ground for any suspicious cracks or items. She uses a staff to trigger any traps in front of her.

As they slowly progress through the caves, the GM makes an Awareness roll for both Taya and Orto to see if they notice the thin thread crossing the corridor. The GM decides that an Awareness roll of 30 is required in the dim torchlight. Taya receives a bonus of +10 to her roll while Orto, walking behind Taya, gets —10 to his roll. Taya's roll is 12 on the 2d10, adding the Awareness and the bonus gives 35. She notices the thread and the GM doesn't bother to check for Orto.

Taya stops, warns Orto and they crawl underneath it.

This is done because a person with knowledge about anatomy knows where to hit to obtain more damage. He or she knows the weak spots of the body.

Animal lore

Animal lore covers the knowledge of all sorts of animals from fish to birds, their habits and relations. As with many other knowledge (category A) skills it serves as a guideline to the GM of how much the character knows. It would be practical to write down which types of animals this skill covers if a character has any special interests within the skill.

Animal training

This skill covers the training of all types of animals to obey certain commands. The system used for training animals is very similar to the training system for characters. The potential number of commands you can train an animal to obey is determined by its Learning multiplied by the trainers skill times two. If the trainer is unfamiliar with the animal, subtract up to 10 from the skill. The current is the number of commands learned and whenever 50 hours of training has been done, make an increase roll as with skills. Usually more than one command will be taught during one training period (50 hours). The number of commands learned by the animal may be considered as a skill of the animal. The animals skill of remembering the commands must be maintained by its trainer as a skill with a maintenance level of 3. If a decrease is made, the command forgotten is determined by the GM. Commands more complex than "sit", "attack" or the like will count as more than one command and thus will require more time to learn. The complexity of the commands able to be learned by the animal is up to the GM.

Wild animals must be tamed before they can be trained. The time needed to tame a wild animal will vary a lot, but youngsters are easier to tame.

Art lore

This skill covers the knowledge of all sort of arts from sculptures to paintings but excluding music. The skill may be used to find the value of artpieces by making a skill roll on the table below. The roll and the resulting modification is of course made by the GM so that the player doesn't know how wrong his or her character is.

2.7 Art lore

Skill roll	Evaluation	Skill roll	Evaluation
-10	No idea	31-35	-(1d4-1)X10%
11-15	-(1d10-1)X10%	36-40	+(1d10-1)X10%
16-20	+(1d20-1)X50%	41-45	-(1d2-1)X10%
21-25	-(1d6-1)X10%	46-50	+(1d4-1)X10%
26-30	+(1d20-1)X10%	51 +	Right value

Binding

The skill of effectively binding a creature so that it doesn't escape.

Bonds escape

This skill is used to match the binders binding skill. If the person escapes and how long a time it takes is shown below.

2.8 Bonds escape

Roll	Result	Roll	Result
35 +	Less than 1 minute	10	1/2 hour
30	1 minute	5	1 hour
25	2 minutes	0	2 hours
20	5 minutes	-5	Try again after two hours
15	10 minutes		

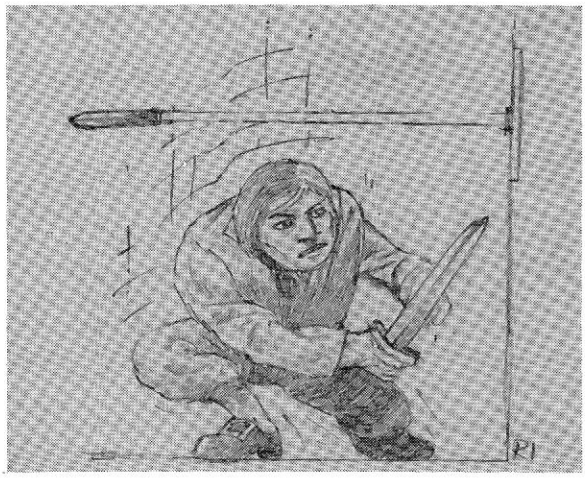
Bow making

The quality of bows and crossbows is determined by a bow making skill roll. The quality of the bow made will affect the modifier as follows: Subtract 1 per 1 in quality below 25, add 1 per full 20 in quality above 25.

A composite bow is made from different sorts of wood put together to make a better bow. Such a bow requires a skill of 20 or more to make, including any bonuses for equipment.

Carpentry

As there are a lot of uses for the skill of carpentry and as it would be very difficult to give brief guidelines for the difficulty levels of the products, it will be up to the GM's discretion. The quality will alter the price of the products made with carpentry in chapter 6 EQUIPMENT. The GM should take into account that the durability of the objects made will vary with the quality.



Frog the dog

On a hunting trip, Taya rescues a greyhound which has been trapped by another hunters bear trap. She treats the wounded dog with her medical knowledge. As the dog recovers, it becomes a very good friend of Taya. She calls him Frog after the expression on his face.

Taya decides to train Frog to be better suited for her tough adventures. Frog has a Learning of 3 and Taya has an animal training of 5. Frog's potential in learning commands is 30. She tries to teach Frog to sit and also to come when she calls. After 50 hours of training, a d20 is rolled to see how much Frog has learned. The difference is 30 since the dog hasn't learned anything yet. The first command is learned for certain, and as the result of the d20 is below 10 (a 4), Frog also learns to come when called.

Climbing

This skill is used whenever an obstacle is to be climbed. A skill roll is required per 5 meters of climbing. If the roll is more than 10 below the difficulty level the character falls. If the roll is less than 10 below the difficulty level the character makes no progress. If the last result occurs a second roll may be attempted, but this time the character will fall if he or she doesn't suceed. Difficulty levels and adjustments are:

2.9 Climbing

DL	Action
-5	Ladder
0	Easy tree / Very easy cliff wall
10	Normal tree / Cliff wall with easy grips
20	Thick rope / Cliff wall with grips
30	Difficult tree / Rope / Castle wall with corner
40	A stem only / Thin rope / Cliff wall with difficult grips / Castle wall
50	A slippery stem / Difficult castle wall
-5	Claws on hands when applicable
-5	Claws on feet when applicable
-10	With rope/wall
-30	Bolts/rope and 2 or more persons (max.adjustment)
+20	Slippery (max. adjustment)

Composing

This skill embraces the creation of music. The quality is found by a skill roll. This is of general opinion although it is individually subjective.

Cookery

This skill covers the creation of food, palatable and delicate. Special difficulty levels are left for the GM to set.

Dancing

Dancing has many varieties all of which are covered by this skill. If the character has any specialities this should be noted.

Disease lore

This skill covers the characters knowledge of diseases, their effects and treatment.

Diving

The name of this skill should be self-explanatory. When diving, just calculate the damage from falling on water from the height dived from. Then subtract the diving skill from the resulting damage to find the resulting damage from the dive. Zero or negative results mean no damage. This may of course vary with the conditions such as diving from a cliff where you can not see the water before you dive or in the case where the water is shallow. These adjustments are left up to the GM.

Drawing

Drawing ranges from pencil drawings to oil paintings. Any specialities should be noted.

Fine smithing

This skill covers all smithing that requires the extensive use of Manual Dexterity such as silversmithing for jewelry.

Fletching

Fletching is the making of arrows and crossbow bolts. The quality of each arrow is determined by a skill roll. As with bowmaking, the quality will affect the offensive value as well as the price of the arrow. The offensive adjustments for different qualities are the same as for making bows: Subtract 1 per 1 in quality below 25, add 1 per full 20 in quality above 25.

Forgery

Forgery is defined as falsifying documents or signatures. When someone is checking the false product, the table below is to be used.

2.10 Forgery

DL	Action checker	DL	Action forgerer
-10	Not thorough	-10	Seen writing
0	Well known	-5	Seen writing often
+10	Experienced (max.)	0	Copy of handwriting
+10	A copy	+5	Person well known
+20	Seen writing often	+10	Exact copy
+30	Seen writing		

Gem cutting

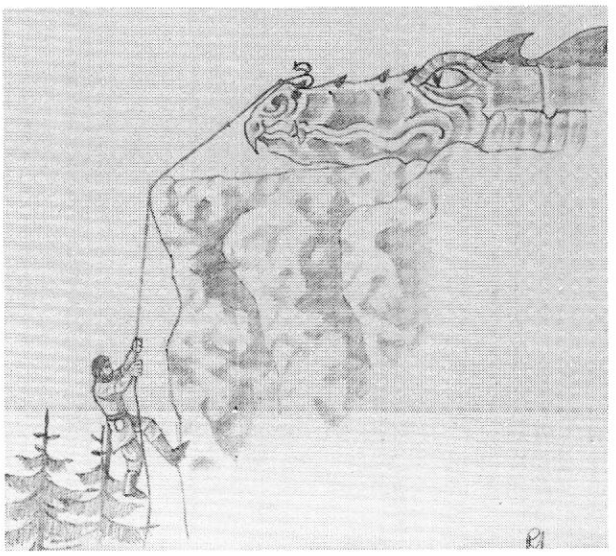
Gem cutting consists of cutting gemstones so as to increase their value. The increase in value from raw materials to cut gemstones is about 4 times. About 2/3 of the stone is lost in the cutting. When cutting an already cut gemstone one loses about 1/3 of the stone.

Glassblowing

Glassblowing is the artful making of glass objects. Some basic skill is needed to make different objects:

2.11 Glassblowing

Skill	Product	Skill	Product
5	Simple glass blobs	20	Fine glasses
10	Glass bottles	30	Sculptures / Decanters
15	Glasses / Potionbottles / Fine wine bottles	40	Excellent Decanters / Sculptures



Hide

This skill is the hiding of ones body in any terrain. When someone is watching, that person makes an Awareness roll above or equal to the modified hide skill to see the hidden person. When both hiding and moving quietly, the observer rolls only against the lowest adjusted value. Example: When a character tries to sneak silently through a dense forest with dry underbrush, it is obvious that he is more easily heard than seen. In this case the observer makes an Awareness roll only against the characters move quietly (after it has been adjusted).

Modifications to the hide skill are:

2.12 Hide

DL[1]	Cover	DL[1]	Light conditions
-20	Small cover	-10	Very bright light
-10	High grass / A bush	0	Normal daylight
0	Light brush	+10	Dim light / Torch / Campfire
+10	Brush		
+20	Heavy brush	+20	Twillight / Bright moonlight
+30	Heavy cover		
	Clothing	+30	Moonlight
-20	Screaming colors	+40	Starlight
-10	Some bright colors	+50	Black
0	Normal		**Other**
+10	Some camouflage	-10	Active search
+20	Exellent camouflage	-20	Moving while hiding

1. The DL's are when hiding at a distance of about 10 meters.

Jewelry lore

The characters knowledge of jewels, their values and origin is covered by the skill of jewelry lore. As for the evaluation of jewelry, the procedure is similar to the one used for art lore. The GM just makes a skill roll on the table below and makes an appropriate adjustment as indicated.

2.13 Jewelry lore

Skill roll	Evaluation	Skill roll	Evaluation
-10	No idea	26-30	+(1d10-1)X10%
11-15	-(1d6-1)X10%	31-35	-(1d2-1)X10%
16-20	+(1d20-1)X10%	36-40	+(1d4-1)X10%
21-25	-(1d4-1)X10%	41 +	Right value

Juggling

Juggling is the skill of keeping many objects in the air by throwing them up in turn. For difficulty levels for different juggling feats see table below.

2.14 Juggling

DL	Action	DL	Action
0	One object	+2	Pinballs
+10	Per extra object	+5	Knives

Landing

Landing is the skill of coordinating a fall so as to diminish the damage. As described in 4.7.1 half of this skill is subtracted from any falling damage on solids.

Languages

This is the skill of speaking a language. The THN is given for a language with the complexity of medieval English. The THN may vary depending upon how difficult a language is. It may be as high as 60/600 (extreme) and as low as 40/400. When learning a language similar to one already known, the THN may be decreased at the GM's discretion. A starting current somewhat below the already known language can also occur (i.e. 1/2, 1/3 etc.). This will of course vary with the campaign. The list below gives some idea of what different current values mean.

2.15 Languages

Skill	Proficiency
1	Simple words and phrases.
5	Understand most common speech, difficulty in finding words.
10	Normal speech.
15	Normal speech.
20	Good vocabulary.
25	Excellent vocabulary.
30	Many special words and phrases of many social stratas.
35 +	Extreme command of language.

Legend lore

A GM's guide to the characters knowledge of legends and history.

Literacy

Literacy covers the ability to read and write. It should be seen in conjunction with the persons skill in the language concerned. The literacy skill measures the skill of recognizing the words when reading and also to write the words and sentences correctly. It should be noted that it is far easier to read a language than to write it correctly. For the reading ability compare table 2.15 Languages.

Magic lore

This is the general knowledge of the nature of magic, its causes and effects. The use of this skill is further explained in chapter 9 MAGIC.

Medical lore

Medical lore deals with treatments of all kinds of wounds. For the wounded to recover, the "doctor" makes a medical lore roll equal to or above the damage of the wound. Then the patient recovers 1 HP from that wound. If the roll is below the damage but equal to or above the damage —10, no change is made. If the roll is less than the damage —10, the wound gets one more HP of damage due to complications such as infections. As seen in chapter 4 STATUS, the normal recoveries from wounds are at the rate of 1 HP per 3 days. Per full 20 the medical lore roll is above the wound damage, subtract one from the number of days between each roll. Thus, one medical lore roll normally covers 3 days of medical care. If the decrease due to a high medical lore roll brings the time lapse below 1 day, half a day, a quarter of a day etc. will be the time between each roll. If no treatment with medical lore is applied to the wound, just roll 2d10 with no additions (no medical lore is added) using the normal procedure above. The roll requires the use of clean bandages and other basic equipment. Lack of proper equipment may cause subtractions of up to 20 from the medical lore skill. Better equipment and medicines may cause additions of up to 20 to the medical lore skill.

When medical lore is used for stopping bleeding in a vital hit location use the following procedure: Per ten in medical lore roll, the bleeding of the wound is reduced by one. For non-vital hit locations this is one in reduction per 2 in the medical lore roll. If a new attempt to stop the bleeding is made, the original bleeding of the wound is resumed. This is because a new attempt requires the whole action redone.

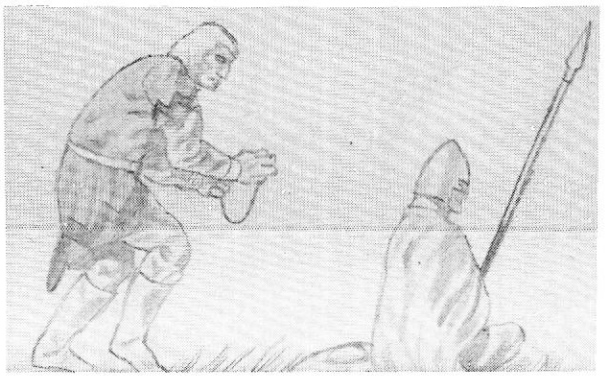
Mineral lore

This skill covers the general knowledge of minerals, their occurrence, identification and value.

Move quietly

Moving in any terrain without being heard is the skill move quietly. When someone is listening, that person makes an awareness roll above or equal to the modified move quietly skill to hear the moving person. When both hiding and moving quietly, the observer rolls only against the lowest adjusted value. Example: When a character tries to sneak silently through a dense forest with dry underbrush, it is obvious that he is more easily heard than seen. In this case the observer makes an Awareness roll only against the characters move quietly (after it has been adjusted).

Modifications to the move quietly skill are:



2.16 Move quietly

DL[1]	Sounds	DL[1]	Surface
-5	No sounds around	-20	Dry branches / Gravel
0	Some sound around	-10	High, dry grass / Marsh / Squeeky wooden floor
+5	Soft wind blowing / Sound	0	High, green grass
+10	Wind blowing	+5	Flower meddow
+20	Windy / People talking	+10	Grass with flowers
+30	City life	+15	Cut grass, soft
+40	Market-place	+20	Soft surface (moss)
+50	Much sound / Waterfall	+25	Stamped earth
	Footwear	+30	Stone surface
-5	Hard boots		**Other**
0	Normal shoes	-10	Active listening
+5	Soft skin boots / Barefooted		

1. The DL's are when moving about 10 meters from the observer.

Mythology

A GM's guide to the characters knowledge of mythology.

Navigation

Navigation is the skill of finding ones position by using the position of the sun and stars. Practically this skill would often be used to get where one wants. In such a case, use the table below. The deviation is the percent of a days distance either left or right. Positive numbers indicate deviation to the right and negative to the left. Example: A ship travels 20km in one day. The deviation is —20% which is 4km to the left of the desired location.

2.17 Navigation

Skill roll	Deviation	Skill roll	Deviation
1-10	(2d8-9)X10%	31-40	(1d3-2)X10%
11-20	(2d6-7)X10%	41-50	Less than 10%
21-30	(2d4-5)X10%	51 +	Right way

Pick pockets

Pick pockets is the act of cutting a persons money purse or emptying his or her pockets without being detected. The different adjustments to this skill are shown below. The victim makes an Awareness roll against the skill of the pick pocket to see if he or she is detected.

2.18 Pick pockets

DL	Circumstances	DL	Circumstances
-10	Must not be seen	+15	Baggy pants, back pocket
-20	Shirt pocket / Tie	+20	Jacket
-10	Inside jacket	+25	Baggy jacket
0	Pants, front pocket	+30	Closed backpack
+10	Pants, back pocket / Cut purse	+35	Open backpack

Plant lore

This skill covers the knowledge of all sorts of plants, their spreading, uses etc. Knowledge of plants in special climates and so on should be noted as special knowledge within the field.

Play instrument

You have probably noticed that there are two categories on playing instruments. The reason for this is that some instruments require Manual Dexterity (as with a lute) and others don't (like drums). Category N is for those instruments that require Manual Dexterity to play. A skill roll shows the general quality of the piece played for about 3-5 minutes.

Poison lore

Poison lore is the general knowledge of poisons, their effects and treatments.

A poisoned creature may be treated with this skill. Half of the poison lore is subtracted from the lethal level of the poison (explained in 8.1 Poisons) if the treatment is done before the poison takes effect. One per full five is subtracted if the treatment is done after the poison has taken effect.

Pottery

This skill covers the making of all sort of pots, vases etc. from ceramics.

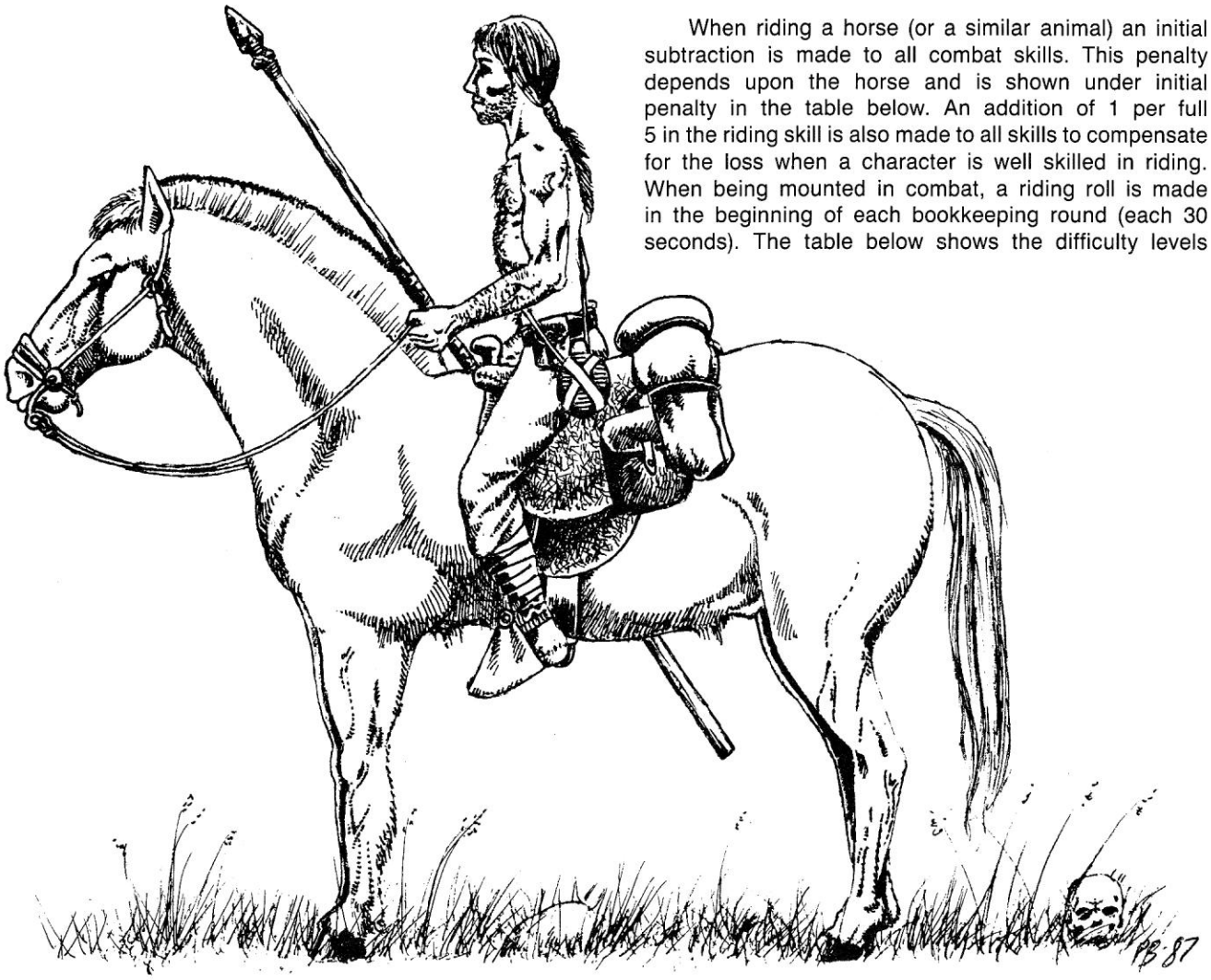
Riding

Riding is the skill of staying mounted on a normal four-legged animal such as a horse. The difficulty levels below are for horse riding so the GM would have to adjust these for other similar animals.

2.19 Riding

DL	Action
0	Trot or gallop on road etc.
10	Trot or gallop in terrain
20	Gallop through forest / Jump easy obstacle
30	Gallop through dense forest / Jump obstacle 1,5m x 2m
40	Jump obstacle 2m x 2m
50	Jump obstacle 2m x 2m with little room
+10	Without saddle

When riding a horse (or a similar animal) an initial subtraction is made to all combat skills. This penalty depends upon the horse and is shown under initial penalty in the table below. An addition of 1 per full 5 in the riding skill is also made to all skills to compensate for the loss when a character is well skilled in riding. When being mounted in combat, a riding roll is made in the beginning of each bookkeeping round (each 30 seconds). The table below shows the difficulty levels



when fighting from different horses. If the riding roll is less than the indicated difficulty level, subtract the difference from all skills of the character that bookkeeping round. In addition the character will not have full control of the mount's motions during that bookkeeping round. If the difference is 20 or more, the character falls off the mount.

2.20 Mounted combat

Horse	DL	Initial penalty
War horse	20	-15
Battle trained horse	30	-20
Riding horse	50	-30

Sailing

Sailing is the handling of a boat with sails in any weather. The difficulty levels are 2 times the speed of the wind in knots (see table 11.8). This is for a boat with a length of 10 meters (30 feet). An addition in difficulty level of 1 per meter below and a subtraction in difficulty level of 1 per 2 meters above is made. Other adjustments due to the seaworthiness of the boat are for the GM to decide. If more than one person is handling the boat one per full 10 of the other persons skills are added to the skill of the "Captain" (the one who is directing the actions of the others). If the sailing roll is below the difficulty level, the boat will capsize.

Sculpturing

Sculpturing is the skill of artfully making forms in clay, stone, wood or similar material.

Ship lore

The knowledge of ships, their seaworthiness and construction. This skill is used when sailing and maneuvering large ships (more than 20 tons).

Singing

Although the quality of a voice is very subjective, a singing roll will show in general how well a song is sung.

Skiing

This skill covers the maneuvering through obstacles as well as speedskiing. Combined with the acrobatics skill you may devise freestyle stunts. As difficulty level for skiing is very hard to put any standards to, this will be up to the GM's discretion.

Sleight of hand

The skill sleight of hand deals with many of the "magical" tricks done by modern magicians such as card-tricks. There are an infinite number of variations as to what may be done, and the adjustments to the skill depend upon many things i.e. the light condition, the observers distance and point of view etc. There are therefore no standards on adjustments to sleight of hand. Adjustments must be made by the GM. (A trick like the disappearance of a coin in ones hands may have an adjustment of +20 or 25 to the skill.) An observer makes an Awareness roll to see how the trick is done.

Smithing

With the skill of smithing one can make everything from horseshoes to swords. As with other craft skills the quality will determine the price of the item. Many items requires a certain skill level to be made:

2.21 Smithing

Skill	Item
5	Simple iron devices / Spikes etc.
10	Horseshoe / Mace
15	Dagger / Small weapon / Scale, ringed and bezainted armor
20	Any weapon / Any armor

When smithing is used to make weapons, the skill roll will adjust the weapon hit points as well as the price. As a general rule, per full 2 in quality below 25, the hit points of the weapon are decreased by 1. Per full 5 in quality above 25, the hit points are increased by 1.

Social lore

This skill indicates how well a character can relate to a group or social stratas social behaviour. This includes special phrases, acts etc.

Spot emotion

This skill is the ability to spot the emotional tone of others. A gradient scale of emotions is shown in table 2.22 The tone scale. The corresponding numbers from 0 to 4.0 give some indication as to the emotions relative placement. All people move up and down on this table going through the tone levels as shown. The trick is to spot the persons underlying tone. The social tone is what people generally show, while the underlying tone is how they really are behind this.

The difficulty level for spotting the tone levels will vary some with how strong the emotions are and how well the person can hide them. A normal difficulty level for "somebody in the street with average strength emotions" would be 20. If the person tries to hide his or her emotions add the Willpower to the difficulty level.

2.22 The tone scale

Emotion	Tone	Emotion	Tone
Enthusiasm	4.0	Covert Hostility	1.1
Cheerfulness	3.5	Anxiety	1.02
Strong Interest	3.3	Fear	1.0
Conservatism	3.0	Despair	0.98
Mild Interest	2.9	Terror	0.96
Contented	2.8	Numb	0.94
Disinterested	2.6	Sympathy	0.9
Boredom	2.5	Propitiation	0.8
Monotony	2.4	Grief	0.5
Antagonism	2.0	Making Amends	0.375
Hostility	1.9	Undeserving	0.3
Pain	1.8	Self-abasement	0.2
Anger	1.5	Victim	0.1
Hate	1.4	Hopeless	0.07
Resentment	1.3	Apathy	0.05
No Sympathy	1.2	Useless	0.03
Unexpressed Resentment	1.15	Dying	0.01
		Body Death	0.0

Survival lore

Survival lore is the knowledge of how to survive in nature without special equipment or food. It does not cover hunting but it covers fishing, water finding, herb gathering and the trapping of small animals such as rabbits and squirrels. Different terrains have different difficulty levels depending upon the availability of food and water. A survival lore roll is made every day. If the skill roll is less than the difficulty level, fatigue is increased by one tenth of the difference. This fatigue regenerates at the rate of five per day of full rest and food. If the roll is more than the difficulty level, the fatigue is decreased by one tenth of the difference, but not more than five.

2.23 Survival lore

DL	Terrain
10	Much food and water, jungle, florishing forest with many small animals and fish to trap.
15	Prospering forests, small animals and fish.
20	Normal forests at summer.
25	River / Forest at spring. / Thin forest at summer.
30	Open grassland / Forest at winter.
35	Mountainland / Grassland at winter.
40	Dry grassland / Moutain with little vegetation.
45	Naked hills or mountain. / Hills at winter.
50	Desert with some vegetation.
60	Desert with "no" vegetation.

Swimming

Swimming is defined as moving ones body through water without drowning. One skill roll is made every 10 minutes. The BFI (see 4.4 Fatigue) is per 5 minutes of normal swimming. The basic difficulty level for swimming in still water is 10, otherwise the difficulty level is the wind speed in knots minus 10. This is because the wind make waves. Per one below the difficulty level the fatigue is increased by an additional 0.5, and a new roll must be made immediately.

Add half of the swimming skill to any combat skill used in or under water. Combat under water with other than thrusting and natural weapons such as wrestling, claws or teeth is almost impossible, especially if that use is offensive.

Tailoring

The skill of tailoring consists of making and repairing clothes from all sorts of cloth. The GM should take into account that clothes wear out and that the durability of the clothes will be determined by the cloth and the quality.

Tanning

Tanning is the skill of preparing skin for use for clothes, armor or other items. The skill roll will help to determine the quality and durability of the skin.

Torturing

The torturing skill is mostly used for making people give up confidential information by the use of pain, fear and brute force. The difficulty level of this skill is the victims Willpower. The procedure is as follows: The torturer asks a question and makes a torturing skill roll. All rolls are confidentially made by the GM. If the skill roll is more than 10 above the victims Willpower, the exact answer is given without the torturer knowing that it is correct. If the skill roll is below this but above or equal to the Willpower, a masked truth may be given as an answer. If the roll is below the Willpower of the victim anything may be given as an answer. The torturer would have to figure out by himself if the answers are correct or not. A fumble is made if the skill roll is below the Willpower minus ten. One in real damage is given to the victim and a d10 is thrown on the critical table as if it was done in combat except that one fifth of the torturing skill is subtracted from the d10. Per torture roll the victim suffers a fatigue increase of 3 minus 1 per full 20 of the torture roll. This fatigue is recovered at the rate of Endurance per day.

Tracking

Tracking is the skill of finding and following tracks. This includes traces made on the ground and on other things in the environment such as the breaking of a branch on a tree etc. The difficulty levels for tracking are shown on the table below. The Size of the creature being tracked is subtracted from the difficulty level. One tenth of the Size of each creature above one is added to the Size of the largest in the party. If the tracker is not actively tracking she or he might still find tracks by subtracting 10 to 20 from the tracking skill.

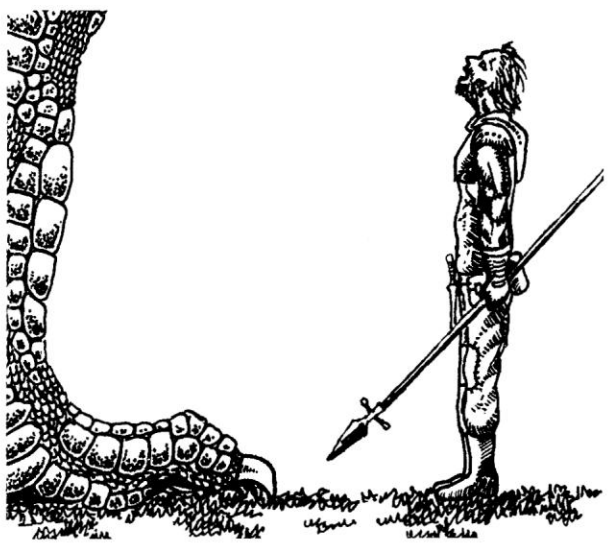
One roll covers 100 meters of tracking. Running creatures make more visible tracks.

This skill may also be used to remove tracks. Removing ones tracks is both actually removing those tracks already made and advancing without making any. Half of the characters tracking skill is added to the tracking difficulty level for anyone trying to track him or her. How fast one moves while removing tracks will depend greatly upon the terrain but in general it will be about 20% of normal moving speed. Removing tracks already made will add one per full five in tracking to the tracking difficulty level for anyone trying to follow them.

2.24 Tracking

DL[1]	Terrain	DL[1]	Terrain
10	Snow	50	Some underbrush
15	Marsh-like surface	60	Grass (cut)
20	Soft soil / Sand		**Other**
25	Soil	+5	Per try if no success
35	Much Underbrush	+5	Per day of ordinary weather
40	Normal Underbrush		

1. The DL's are when tracking about 0.5 m/s (1.8 km/h).



3 BACKGROUND

3.1 Examples of creating characters

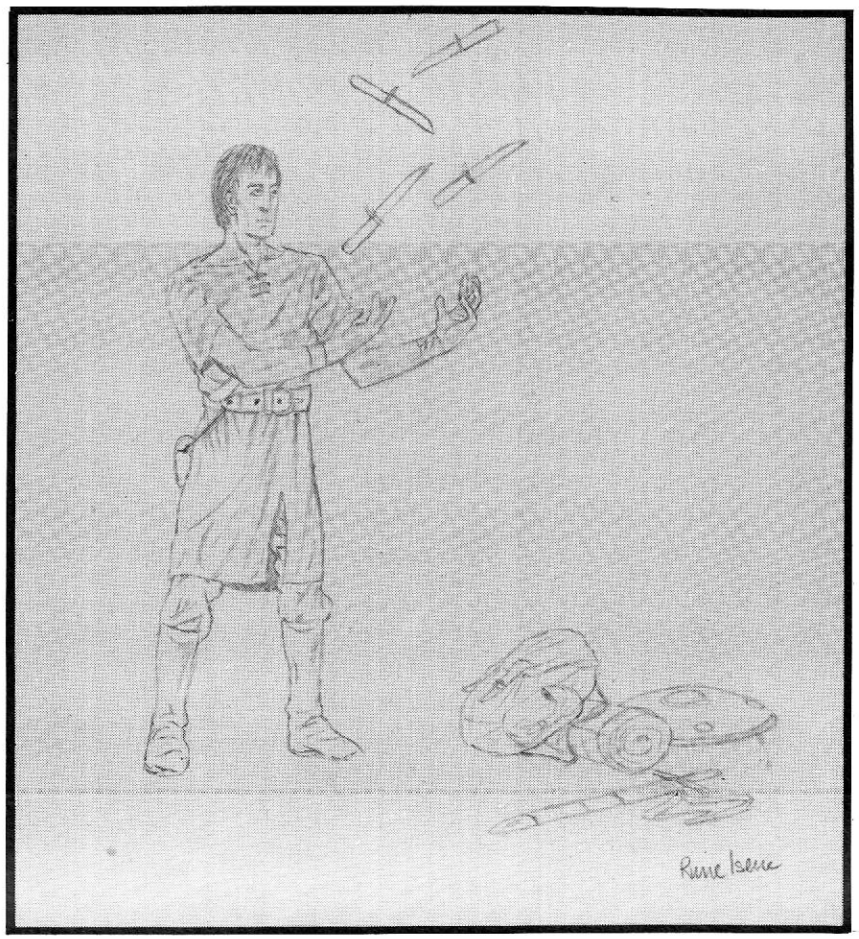
In this chapter, we will give some examples of how to create a player character by the use of development levels. We will describe 15 different characters with various backgrounds to give some ideas to the GM how attributes and skills are increased during childhood. Each example will have development levels for the characters at the age of 17 and 25 as shown in tables 3.1 and 3.2 Backgrounds. Although the persons are described with their history only up to the age of 17, we assume that their activities remain the same without big changes until they reach 25. This would help the GM in finding the development levels for player characters starting at different ages, whether they begin at the age of 16 or 23. In the development levels are included the decrease from lack of training as explained in 1.4.3 Maintaining attributes and skills.

Characters will usually get some equipment and money as they leave their homes. What they get depends upon the background, the age of the character and the wealthiness of the family. This must be determined by the GM.

3.2 Non player characters

After having read this far in the rulebook, most GM's would probably wonder how they could go about creating hundreds of NPC's if they have to go through all the procedures in chapters one and two. Imagine the amount of work it takes to create a lot of NPC's with all the attributes, potentials and current and all the skills, first the potentials and then the current by first determining the whole childhood and on that basis finding the development levels. It's stunning. Well gamemasters, good news: You don't. You make a short cut. NPC's are described in a much shorter way than the PC's and no real procedures are used to find the currents.

First, the attributes of a NPC are cut down to a minimum: the Size (Height and Weight would be useful for the physical description), Strength, Endurance, Coordination (includes Manual Dexterity), Willpower and Awareness. NPC's are assumed to be right handed unless otherwise determined. For the calculations of BFI, the Weight/Strength is taken on the feeling if the GM doesn't want to go through the table to find it. The current skills are also freely determined by the GM without first calculating the potentials. As the Learning, Artistic Creativity and Musicality are only used for finding the potentials of skills, they are excluded when describing NPC's. When the NPC's are training in attributes or skills, the GM should determine the increases by his or her own judgement.



3.1 Backgrounds

Attribute/Skill	Cator		Filinai		Balor		Falla Sini		Alotin		Drondel Roeel		Jean Evar	
	17	25	17	25	17	25	17	25	17	25	17	25	17	25
Strength	7	8	7	8	11	15	5	4	6	7	3	3	5	5
Endurance	8	9	6	7	6	6	6	5	6	8	3	3	6	6
Coordination	6	7	5	5	7	8	5	5	10	8	5	5	6	6
Manual Dexterity	6	7	5	5	7	8	5	6	10	8	5	5	6	6
Learning	5	5	6	7	5	5	8	11	5	5	13	15	8	9
Willpower	5	6	5	5	5	5	9	12	6	6	3	3	5	5
Awareness	7	8	5	5	5	5	5	5	6	6	4	4	5	5
Artistic Creativity	6	7	5	5	6	8	5	5	7	7	6	6	7	8
Musicality	11	12	5	5	5	5	5	5	6	6	6	6	7	8
Alchemy Lore							2	9						
Anatomy											10	12	6	7
Animal Lore	9	14	4	5			2	5			8	10	5	6
Animal Training	5	5												
Art Lore											9	11	7	8
Carpentry					5	6								
Climbing	8	8												
Composing													4	9
Cookery	5	5					7	9						
Dancing									10	8			12	14
Disease Lore											6	8		
Dodge									5	6	5	5	7	7
Fine Smithing					8	10								
Hide	14	14												
Jewelry Lore											10	12	7	8
Juggeling									16	12				
Language, foreign							1	3			6	8	6	8
Language, own	12	13	14	15	13	14	13	16	12	12	16	18	15	16
Legend Lore			5	7			2	5			9	11	6	7
Literacy							7	10			9	11	8	10
Magic Lore							7	14						
Melee Weapons					5[3]	5[3]			8[6]	11[6]	6[7]	7[7]	8[7]	8[7]
Mineral Lore											8	10		
Missile Weapons	12[1]	14[1]							5[8]	6[8]				
Move Quietly	14	14												
Mythology							2	5			8	10	5	7
Natural Rituals								5[4]						
Navigation			3	5										
Pick Pockets									7	5				
Plant Lore	5	6					2	5			7	9		
Play Instrument	12[2]	14[2]											9	11
Riding							6		10	13	6	7	8	9
Sailing			14	15										
Singing	12	14							9				8	10
Smithing					12	15				9				
Social Lore			5	7	5	7	5	5			12	15	9	11
Survival Lore	8	9	5	6										
Swimming	9	9	14	14			6			6	6	6	8	8
Tracking	11	13												
Willpower Spells								7[5]						

1. Bow 2. Flute 3. 6 weapons 4. 4 potions 5. 5 spells 6. Spear 7. Rapier 8. Crossbow

3.2 Backgrounds

Attribute/Skill	Milan		Aliana		Taroc		Iḷina		Ornelia		Koretin		Majuno		Taya
	17	25	17	25	17	25	17	25	17	25	17	25	17	25	18
Strength	7	8	6	7	8	11	5	5	7	8	4	4	13	13	5
Endurance	7	8	9	10	6	8	6	4	8	9	4	4	16	16	6
Coordination	5	5	6	6	7	9	6	5	7	7	5	5	16	16	7
Manual Dexterity	5	5	5	5	6	5	6	5	5	5	5	5	6	6	5
Learning	5	5	5	5	5	5	6	10	5	5	8	10	8	9	5
Willpower	5	5	5	6	6	8	5	5	6	7	5	5	15	15	6
Awareness	5	5	7	8	6	7	6	5	8	9	6	7	16	16	7
Artistic Creativity	8	10	4	4	4	4	5	5	4	4	7	8	5	5	5
Musicality	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5
Acrobatics													13	13	
Anatomy													2	3	
Animal Lore	4	5	5	6					5	6			2	3	5
Art Lore											8	10			
Binding													13	13	
Bonds Escape													11	11	
Climbing									7	7			16	16	5
Cookery															6
Disease Lore	2	3													3
Diving									7	7			14	14	
Dodge					8	13	5		5	5			9	11	
Drawing	7	9													
Hide			5	5	11	7	11	7	14	14			16	16	10
Jewelry Lore											6	8			
Landing									7	7			11	11	
Language, own	12	13	13	14	12	12	14	17	12	13	15	16	14	15	14
Legend Lore											6	8			3
Literacy							4	7			5	7	4	6	3
Magic Lore													8	11	
Medical Lore	3	4	3	4					2	3			3	4	
Melee Weapons					8[2]	14[2]			6[5]	6[5]			9[6]	11[6]	5[5]
Missile Weapons			6[1]	8[1]					11[9]	13[9]			11[1]	13[1]	9[1]
Move Quietly			5	5	8	5	8	5	14	14			16	16	12
Mythology							8[3]	12[4]							1
Pick Pockets					11	7	11	7					6	7	
Plant Lore	4	5	5	6					5	6			2	3	2
Poison Lore	2	3	2	3					2	3			2	3	
Riding	8	9	15	15					6	7			6	7	6
Sense Danger													6	7	
Sense Motion													6	7	
Sleight of Hand													9	10	
Social Lore	1	1									13	15	8	10	4
Spot Emotion											12	17	11	13	
Survival Lore			12	12					10	10			11	13	6
Swimming													11	11	8
Tanning															8
Throwing Weapons													11[7]	13[7]	
Tracking									11	13			9	10	9
Willpower Spells													3[8]	6[8]	

1. Bow 2. 5 weapons 3. +Arath lore of 6 4. +Arath lore of 13 5. Knife 6. 4 weapons 7. 2 weapons 8. 3 spells 9. Crossbow

3.3 Background examples

Cator the hunter

Cator is a handsome strong man at the age of 17. He was born in a small hut in a forest near a small village. His mother died when he was three and so his father got the sole job of raising Cator. As Cator's father was a hunter, Cator learned the skills of his future way of living.

He was taught all the abilities necessary to kill specific animals such as deer, boar and larger birds. He learned about the animals, he learned to trace their tracks, to hide, move quietly, set snares and the skill of archery. At first, his father taught him the skills as a game just for fun and never much at a time. Later, when Cator reached the age of seven, the game became more serious as he had to help his father hunting for their food. They were often out hunting half the day, tracking, setting snares and even fishing sometimes. When Cator and his father weren't hunting the wildlife, they were home enjoying themselves with other activities. Cator's father loved to sing and play a flute he had made himself. He taught Cator to play this instrument and also to sing a number of songs for many special occasions; for grief and for joy. They usually spent a couple of hours each night devoted to music.

When Cator was eleven, he rescued a wounded dog from another hunters trap. Krell, as the dog was called, played a lot with Cator, and they became real good friends. Cator trained Krell to do plenty of tricks and they had a marvelous time together.

Due to the hard life in the woods and sometimes the lack of animals to hunt, Cator had to learn about edible plants and the general skill of survival lore. Cator never learned how to ride a horse but his father taught him about climbing and also to swim. He learned cookery, but only at a survival level. As the life and hunting in the forest could be hard, he got a good Strength and Endurance as well as some Coordination.

Filinai the fisherman

Filinai was born in a big city to a family that lived by the treasures of the sea, the fish. Filinai's family is very fortunate to own their own 12 meter long sailing boat. Filinai could swim since he was four and he helped his father fishing since he was six. He learned a lot about boats, sailing and rowing. As he was very interested in boats, he got friends that were sailing large boats, traders and navigators. Filinai was especially interested in the stars and also in navigating by them. From some of his sources, he picked up some knowledge of navigation although he has never really practised it. As all fishermen are very dependent upon the weather, they need to know how to predict it to some degree. Filinai, with his interest in nature, absorbed this knowledge from the fishermen quite easily.

Many legends are connected to the sea and speak of sea monsters and merefolk. Legends like these were told by many of Filinai's friends and he adopted them and told them further. He learned many skills as a result of his way of living, skills like animal lore (fish) and survival lore (including fishing) as a matter of course. Due to many hard days on the sea, Filinai developed a strong body.

Balor the smith

Balor is the son of the village smith. He was raised to follow his father and his craft. In his early childhood Balor played in the streets with the other children. When he reached the age of seven, his father began teaching him the craft of smithing. He was taught the smithing of a large variety of objects, from fine bracelets to weapons and armor. Although Balor mainly helped his father with his work, he got a grasp of the art and by the time he was fourteen, he began to make his own small items. One of Balors friends was the son of a carpenter. As many of the items he made were a combination of metal and wood in the end, he learned a little about the skill of carpentry. Balor often got the job of selling objects for his father, and so he got many contacts beside the fact that he learned a lot about prices and trading. Due to this he got some social lore, as people from all the social stratas came to buy weapons and armor made by his father. His father made a lot of weapons and sometimes, when he was in a good mood he taught Balor to use them. Helping his father and smithing himself made the Strength of his body increase a great deal even though his Endurance remained about average.

Falla Sini

Falla Sini was the daughter of a rich trader. Both her father and her mother were literate. Her father was often out traveling, so her education was left to her mother. She learned the social patterns, to read and write and about the history of the kingdom they lived in. She also learned some other, more practical, skills mainly by experience, such as riding and swimming. One time, when her father was out traveling he encountered a wizard that he did some business with. He learned from the wizard that he needed an apprentice and preferably a girl. Falla's father quickly suggested his daughter and arranged for a meeting. Falla Sini was accepted due to her high ability to absorb new knowledge and also because she had the background education suitable for an apprentice. At this time, Falla was twelve. Most of the time until she became eighteen, she did the cleaning and the cooking for the wizard while he spent some of his valuable time teaching her about magic in exchange. At first she was taught only about magic in general, no spells. She also got to know a little about alchemy, but willpower magic was by far the senior topic. She worked hard to keep order in the wizards environments and she gradually became tougher as the wizard pushed her a bit further. She learned more than just magic as she read books from the wizards library whenever she got the time, about half an hour each day. She read about legends, mythology, plants and animals. She enjoyed reading and that was one of the requirements for being an apprentice. At the age of eighteen, she learned her first willpower spell, light. And from this time onwards she occasionally got to learn spells and when the wizard had the time, a couple of hours each week, he taught her some alchemy. This resulted in her being able to make some potions from one of the books in the library.

Alotin the juggling soldier

Alotin was born to a family of entertainers. Both his father and his mother were jugglers. They performed their acts in cities that they traveled through. They were quite poor, and they usually slept in a tent or out in the open, eating on a mere survival level. Alotin was, as a child, only the assistant in the performances, but later he was trained in the skill of juggling and became a part of the act. Since the family was so poor, Alotin learned the skill of picking pockets from the slum kids he befriended while performing in the cities. As an entertainer, he also learned how to sing and dance, but these skills were in no way major. They were just picked up

as he learned to know other entertainers. He was a juggler from the age of 8 to 15. Then he became old enough to join the cavalry as a soldier, leaving the life of a poor entertainer behind him. He joined the light cavalry and a tough life. First he went through the clean and obey phase with a lot of hardship. Later he learned how to ride, fight with a spear from the ground and on a horse and also to use a light crossbow. The soldiers were never out in real combat and they didn't train much either. This is why the development level is so low in these skills. While in the cavalry, he also learned to swim. In his spare time, Alotin learned more songs and he sang a lot and performed his juggling abilities to the amusement of the other soldiers.

Drondel Roeel the noble

Drondel Roeel was born as a noble to a very rich family. A family where social level is capital and manners are deadly serious. A childhood of obeyance to the authority, the father, characterized Drondel's life. He learned early about the right manners and the socially acceptable phrases, a long-lasting education. The Roeel family has had for generations the reputation of being educated and wise. To keep this up, Drondel was taught a lot of knowledge skills during his years at home. Skills like anatomy, animal lore, art lore, disease lore, jewelry lore, legend lore, mineral lore, mythology and of course social lore were taught him about 3 or 4 hours each day. He also spent some time riding, swimming, walking around in the garden or playing all sorts of games (chess, ballgames etc). To keep the honor of the family, Drondel was taught to fight with a sword in duels, which were common amongst the nobles.

Due to his knowledge oriented childhood, Drondel got to train his learning far more than what is usual, however, he didn't train as much in the physical attributes and so they are lower than the mean value for the population.

Jean Evar the noble lady

Jean Evar was born to a family quite different from that of Drondel Roeel. They were just as rich, owning a manor, the difference is just that they were educated in a different way. In her early childhood, Jean was allowed to play a lot with other children, climbing trees and running around. The Evar family wasn't as keen on teaching her strict rules and social lore as the Roeel family. Of course they taught Jean how to act as a decent Lady, but they didn't make a big show out of it. Jean's education consisted of many practical skills as well as the theoretical ones. She soon learned to ride and to swim and also to fight with a sword, skills she regularly kept practicing later in her life. She learned the art of music as well. One of her favorite instruments was the lute (a basic string instrument like a small guitar). She learned to play it well and also to sing songs to go with it. She liked to dance to music, and at parties, she was a popular dance partner. Later in her early years (15+) she did some composing on her own. She made some short but cute songs that she sang while playing her lute. Of course she learned many knowledge skills and this naturally included to read and write. She was an active girl and eager to learn as well as play in her childhood. This lifestyle helped her Learning and also her Coordination to a level above the average.

Milan Ivor (peasant)

Milan Ivor was born on a farm near a big city. He was raised by his father and mother with a bunch of brothers and sisters. The Ivor family is not of the poorest as they own their own land and their own domestic animals, some cows, an ox, a horse and a couple of pigs and hens. Milan learned early the ways of a peasant

and soon got duties by himself on the farm, to feed the animals and help along with various heavy labor. Sometimes he had to go shopping in the city, and so he learned to know many different people and he got a lot of friends there. As a peasant, he learned some plant lore as well as animal lore and riding. As his mother was the local medical advisor and wounded people came to her, Milan learned about the treatment of wounds and even disease and poisons. Milan's own little private hobby was drawing. Lack of paper made him draw in the soil or on trees or the like. Later as the Ivor family became more wealthy, and paper bacame available, Milan began increasing his abilities as an "artist". From the age of 13, he drew mainly on cheap paper and only from that time did he really learn how to draw. From his life as a peasant and the hard labor, Milan gained more than average Strength and Endurance.

Aliana the nomad

Aliana was born on the prairies away from civilisation. She was raised by a small tribe living a tough life on the plains. Like all the others, she could ride a horse shortly after she could walk. From her father, she got her own horse when she was six. It became her closest friend for the following years. She learned the skills necessary to survive on the plains, to hunt and to defend against nature and other enemies. She didn't have any time for her own hobbies as she had to help gathering the food most of the time or she had to take care of the younger children. Gathering the food taught her the skills plant lore and of course survival lore. She also learned about animals; to set snares, to track them down and shoot them with a bow and arrow. She also learned how to hide and move quietly since the tribe sometimes encountered enemies. This should indicate some skill in a melee weapon, but since only the men in this tribe are allowed to fight with close weapons, Aliana didn't get the opportunity to practice much in such weapons. Other skills that she got some training or experience in are medical lore (a basis for survival) and poison lore (a necessity when bitten or stung by poisonous animals like snakes).

The life made Aliana's Endurance rise above the human average.

Taroc the gladiator

Taroc originally comes from the slum of a big city. He has no parents, and until the age of 15, he lived as a pickpocket among all the other slum kids. The slum is a rough place to spend childhood. Only the smartest and strongest survive. He learned the tricks to survive, to hide, pick pockets, to fight, to dodge and move quietly but this is not as necessary as the noise level is generally high in a city. Taroc learned to fight with his bare hands and at the age of 15, he killed a little boy of 10 in a hand-to-hand combat. This was observed by an official who arrested him. As the official had seen the fight, he noticed the talent in Taroc and the punishment was to sentence him to ten years as a gladiator. The first year as a gladiator, he was taught to fight with various weapons. The following years, he fought with many opponents and got rich on experience. He trained regularly and fought regularly with many weapons to the cheering crowds amusement.

Ilina the bright one

Ilina is also one of the many slum kids born in the slum quarters of a larger city. Her childhood differs from Taroc's, as a girl is inferior in Strength to the boys. She had to rely on her wits and the ability to trick others by it. Of course she was a pickpocket as were almost all of her friends, and it follows that she has gained some ability to hide and dodge. She learned how to tackle many life-endangering situations that are common to the people living in the worst areas of a city.

Ilina was a bright girl as mentioned above, and she had a special interest, mythology. Early in her career, at the age of seven, she got to know an old, wise lady living just outside the slum quarters. The lady told Ilina about the gods, their history, intrigues and ways of living. Ilina became very interested in these stories. When she was 14, she tried to pick the pockets of an Arath priest and was caught in the act. He suddenly turned around and grabbed her arm. She was brought to the temple and as a punishment, she had to work there for two months. The priest noticed the girls knowledge and eagerness to know and decided to keep her at the temple. There she lived for the rest of her life. She learned about fire, the ceremonies of the cult and about mythologies in general. She became an initiate at the age of 17 and at the age of 25 she had a cult standing of 5.

Ornelia

Ornelia was born on the border of civilization where few people lived but her own family. They hunted and farmed for their food in addition to keeping a few animals in captivity. A tough environment marked their lives. An environment where wild dangerous animals and even monsters were common, where a simple hunting trip could mean a fight for ones life and where the weak

never reached the age of five. Ornelia's father taught her many skills to protect his daughter from the many dangerous situations that would arise during her life in the wilds. Farming, plant lore, survival lore and animal lore were necessary to keep the little farm. Tracking, hide, move quietly, setting snares and using a crossbow were needed to be able to catch a sufficient amount of meat. All these skills were balanced as they were equally important. She learned to ride very well and also to swim as nature was full of obstacles where these skills would come in handy. Ornelia's father taught her to fight with a dagger so that she could defend herself. Other skills he taught her something about were: climbing, diving, landing, medical lore and poison lore.

The hard life raised Ornelia's Endurance, Willpower and also Awareness, as she learned from her father how to always be alert and aware of anything and everything around her.

Koretin the trader

Koretin was raised by a family of traders. His father was a respected merchant of various goods. Koretin was, in his early childhood, taught good manners and also some social lore to get along well with people of different social backgrounds. He learned how to deal with money, about promissory notes and of course to read and write. In addition to all this he had to learn about all the goods his father traded, about qualities and prices and production time. In all, Koretin had to know all the equipment lists in chapter 6 by heart with all their unlisted variations. When he became fourteen, he was allowed to sell some goods by himself and he was taught how to sell with good intention and purpose. As a trader, Koretin learned to know a number of legends and a lot of history from other places and thus much geography. He traded his knowledge for further knowledge. In this way he trained his learning.

Majuno the ninja

This example is included only to show a ridiculous example of how developed a character could be. The ninja were probably the best trained persons ever in history. The GM should not let a player character begin as a ninja. The reason why should be obvious enough since it would unbalance a campaign totally unless all the PC's begin as ninjas. Even then it would be terrible as ninjas were obliged to moral codes and special "cults" and this limited their freedom a lot.

Anyway, Majuno was born within a ninja order. He was raised and trained hard. The attributes were emphasized as well as the skills. He didn't have time for any hobbies as the short word for his life is: TRAINING. He trained and trained and trained and....finally: trained, both with teachers and on his own. There is really not much to tell except for what you can read from table 3.2 Backgrounds.

Taya Mordain

Taya Mordain is the daughter of a well skilled and highly respected leather worker. She grew up in a family of five in a small town near the sea. She had two elder sisters but no brothers. Her father had long hoped for a son to carry forth his knowledge and craftsmanship. He had become old and he realized that no son would be granted to him. Therefore, he brought up his three daughters as if they were men. They were taught to survive alone and not to be dependent upon a husband. They learned to trade and to get along with all sorts of people. Besides the social knowledge, they were also taught to read a bit in addition to the more physical skills such as swimming and riding. From their mother they had to learn the art of cookery.

They all learned something about tanning, but Taya wasn't really interested in this skill. Her father respected her unwillingness to become a leatherworker and helped her on the way towards what she really wanted, to become a huntress. Taya's father was acquainted with many hunters who brought him skins. In this way, when Taya was 12 years old, she learned to know Eratin, an old and wise initiate of Isheena Fiall, the goddess of animals (see chapter 9 MAGIC). Eratin was one of Taya's fathers best friends. He was very fond of Taya as he didn't have a daughter of his own. Together, they spent a lot of time in the forest near the town to look at the animals. Taya learned a lot from the wise hunter, about animals, plants, how to treat sick and wounded animals (or humans) and to track. She also learned some stealth and archery. Eratin told Taya many legends of heroes, horrible creatures, magic and of treasure. She decided to search for such excitement herself.

When she was 18 years old, she left home to search for adventure. She knew it would be dangerous, but she was very determined to bring glory to Isheena Fiall, her deity. She felt that she needed to prove herself to become an initiate.

Taya is of average female height and weight.

4 STATUS

4.1 General about Status

Status is the overall condition of a character. It is how much the character must subtract from most skills due to physical damage, bleeding or fatigue. The current Status number of a character is subtracted from most skills and skill rolls as well as attribute rolls when these are needed. A high Status would mean that the character is in a bad condition.

The Status goes from 0 and upwards. When the character reaches 20 + Willpower, he or she can't function and will fall/lay down and not be able to do anything. In any case where 40 in Status is reached, the character will faint. It follows that a character with 20 or more in Willpower will not stop until he or she faints. When a character reaches 50 in Status (excluding real Enc) she or he is dead. These limits may be temporarily increased in special situations. What makes the Status rise will be covered reason for reason in this chapter.

4.2 Encumbrance (Enc)

Everything a character is carrying has an encumbrance (Enc). It is a measure of how much an item affects characters when they are performing physical actions. The encumbrance of an item is not only its weight, but also its awkwardness. The weight of an item will most often be the dominant of these. Items with little awkwardness would have 1Enc = 1kg. This would mean that 1kg wool inside the helmet of a character would have more than 1Enc as it is very inconveniently placed.

4.2.1 Real encumbrance

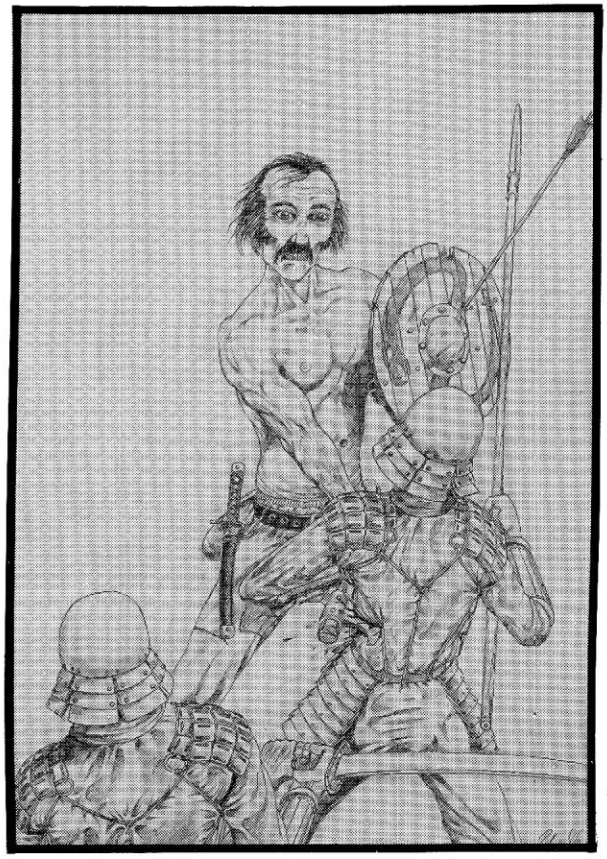
How much the total encumbrance of the characters equipment affects a specific character will depend upon his or her Strength. This is the total real encumbrance. The real encumbrance is derived from the characters encumbrance and Strength, and will be found by cross-referencing these two values on table 4.1 Real encumbrance. The real encumbrance is directly added to the Status of a character but will not count for the purpose of performing skills that don't involve much movement such as knowledge skills, magic, reaction roll, concentration checks and the like.

All four legged creatures get their real encumbrance halved. This is important to remember when calculating the real encumbrance for horses as this influences their daily movement (described in chapter 7 MOVEMENT).

4.3 Temperatures effects on Status

A much higher or lower temperature than what the character is used to will raise his or her Status. This will either be due to overheating or loss of movability when the character is frozen stiff. A proper increase in status would be from 5 to 10 in the case of fighting in snow only dressed in underwear. High temperatures also usually result in a more rapid fatigue increase when fighting or the like.

It should be noted that wearing armor in warm climates does have some penalties. Running around with plate in a tropical jungle will be more than just inconvenient, it is suicidal. Metal armor is especially hopeless when worn in warm climates and even worse when the air is also damp.



4.4 Fatigue

This is quite often the main cause for a rise in Status. Fatigue tells you how exhausted a character is due to physical actions. The fatigue goes from 0 and upwards and is added to the Status. On the character sheet B1 you will find a column labeled Fatigue. Beside this column, to the right, you will find numbers from 1 to 10 upwards. These are the tenths of the fatigue. Every time your character is going up in fatigue as explained below, just mark off 1 in fatigue per full 10 in fatigue increase as this is counted in tenths. Any residuals are marked off on the columns to the right. There are no limits to how much a character can have in fatigue except that it will result in the Status reaching 20 + Willpower, 40, or 50. How fast the fatigue will increase depends upon the type of action done, the characters Endurance and the real encumbrance worn by the character.

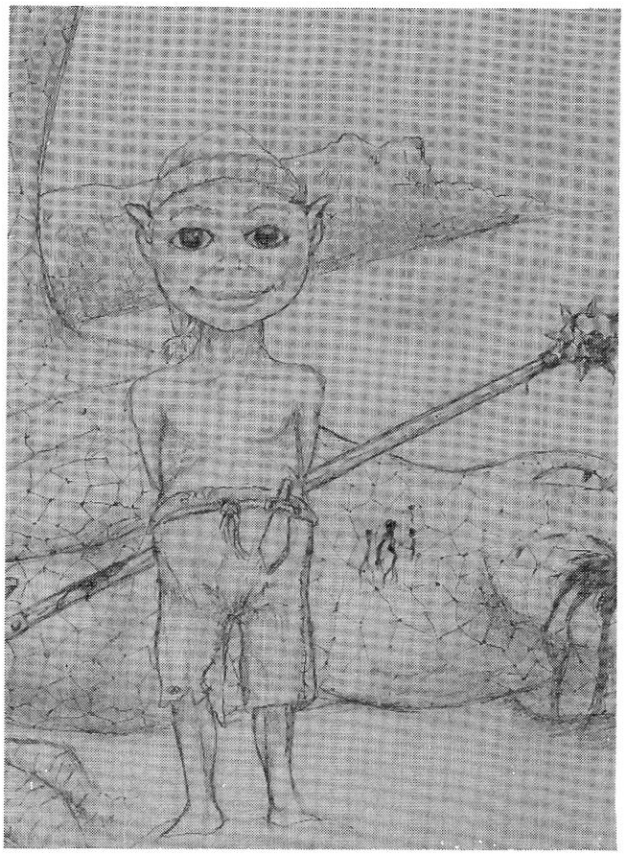
In combat, the character would get a fatigue increase per 30 seconds of: 20—Endurance/2 + Weight/Strength + Att./Def. + real encumbrance. Att./Def. is how many times the character attacks or is defending during the 30 seconds. The value 20—Endurance/2 + Weight/Strength will be written as Base Fatigue Increase on the character sheets A1 and B1. To determine the real increase in fatigue during 30 seconds of combat, just add Att./Def. and real encumbrance to this value.

The BFI is always counted in tenths of the fatigue. All other fatigue increases are counted in whole fatigue points.

For other physical actions the GM will decide how much the character would get in fatigue during a time period. Just drop Att/Def and change the time between each marking off on fatigue. Actions done during a long time (as running 10 km) may have a BFI per 5 minutes.

Normal humans require 7 to 8 hours of sleep each night. Not getting enough sleep will increase the fatigue.

The fatigue is recovered at the rate of the characters Endurance per minute of rest when resting from combat (counted in tenths).



The outrun

To earn some money, Taya has taken on a special mission to find four bandits holding out in some hills near a small village. Orto and Frog are left in the village as they are far more noisy than our heroine.

She puts on a camouflage suit and takes a bow and two daggers with her. She travels to the place where the bandits are said to have their stronghold.

As she approaches the bandits area, she slows down using all the stealth she knows. The GM makes a tracking roll to see if Taya notices the tracks on the ground in front of her. She does. Taya decides to track the fresh footprints on the stony soil surface. The GM decides that it has a difficulty level of 30. The person that made the tracks had a Size of 8 and the resulting difficulty level is therefore 22. The GM tells the player nothing of this difficulty level but only tells her to make a tracking roll. Taya has a tracking skill of 15, and rolling 10 on the 2d10 gives a total of 25. She successfully tracks the first 100 meters.

No further tracking is needed because now she can hear voices no more than 20 meters in front of her behind some trees. The GM rules that she is most easily heard. The four bandits will therefore make their Awareness rolls against Taya's adjusted move quietly. Her move quietly is 11 minus a real Enc of 2 is 9. She wears soft boots giving +5. The surface gives about —5 and as the four are talking together it gives a +20 in modification. The resulting move quietly is then 29. The GM rolls for the four men. The last one gets 29 and he hears something. He silences the other three and starts walking slowly with a handy longsword towards the place where Taya is hiding. Taya decides to make a run for it. She runs for her life down the hills and towards the village. The four men split up and begin to pursue her. They know a short cut down the hills and they are able to cut her off.

Taya tries to run another way with the bandits on her tail only a couple of hundred meters behind. Since the men all have some armor and as Taya's Endurance is higher than theirs, she gradually outruns them. As the future looks bright, her path doesn't. In front of her is a little river and on top of that, or rather behind it is a cliff-wall. Taya remembers her childhood when she used to climb the trees and swim the lakes. She is glad she did because this has to be done fast as the pursuers are closing from behind. If they find her climbing the cliff, they could pin her down with an arrow or two. The GM rules that the difficulty level for swimming across the river is 15. Taya makes a swimming roll of 19 and so she reaches the other side quite safely.

First down and one to go. She now has to climb the 10 meter high cliff-wall. The difficulty level is 15 and Taya must make two climbing rolls to make her way to the top. She has a climbing of 14 and a Status of 10. The first climbing roll is a 16, and the last is a 13. This result is below the difficulty level but above the difficulty level —10. She tries again but this time she will fall down 5 to 10 meters if she doesn't succeed. The roll is 15, a marginal success. She reached the top. On the other side of the river she can see the four men already busy loading a crossbow. Taya smiles, waves to them and walks away.

4.1 Real encumbrance

STR \ Real	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1							1			2		3		4		5	6		7	8
2					1		2		3	4	5	6	7	8	9	10	12	13	15	16
3				1		2	3	4	5	6	7	9	10	12	14	16	18	20	22	25
4				1	2	3	4	5	7	8	10	12	14	16	19	21	24	27	30	33
5			1	2	3	4	5	7	9	11	13	15	18	21	24	27	30	34	38	42
6			1	2	3	5	6	8	10	13	15	18	21	25	28	32	36	41	45	50
7			1	2	4	5	7	10	12	15	18	21	25	29	33	38	42	47	53	58
8			1	3	4	6	8	11	14	17	21	24	29	33	38	43	48	54	60	67
9		1	2	3	5	7	10	13	16	19	23	28	32	37	43	49	55	61	68	75
10		1	2	4	6	8	11	14	18	22	26	31	36	42	48	54	61	68	76	84
11		1	2	4	6	9	12	15	19	24	29	34	40	46	52	59	67	75	83	92
12		1	2	4	7	10	13	17	21	26	31	37	43	50	57	65	73	82	91	100
13		1	3	5	7	10	14	18	23	28	34	40	47	54	62	70	79	88	98	109
14		1	3	5	8	11	15	20	25	30	37	43	51	58	67	76	85	95	106	117
15		1	3	6	9	12	16	21	27	33	39	46	54	63	72	81	91	102	114	126
16		1	3	6	9	13	17	23	28	35	42	49	58	67	76	87	97	109	121	134
17		2	4	6	10	14	19	24	30	37	44	53	61	71	81	92	104	116	129	142
18		2	4	7	10	15	20	26	32	39	47	56	65	75	86	98	110	123	136	151
19		2	4	7	11	16	21	27	34	41	50	59	69	79	91	103	116	130	144	159
20		2	4	8	12	16	22	28	36	44	52	62	72	84	96	108	122	136	152	168
21		2	5	8	12	17	23	30	37	46	55	65	76	88	100	114	128	143	159	176
22		2	5	8	13	18	24	31	39	48	58	68	80	92	105	119	134	150	167	184
23	1	2	5	9	13	19	25	33	41	50	60	71	83	96	110	125	140	157	174	193
24	1	2	5	9	14	20	26	34	43	52	63	74	87	100	115	130	146	164	182	201
25	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171	190	210
26	1	3	6	10	15	21	29	37	46	57	68	81	94	109	124	141	159	177	197	218
27	1	3	6	10	16	22	30	39	48	59	71	84	98	113	129	147	165	184	205	226
28	1	3	6	11	16	23	31	40	50	61	74	87	102	117	134	152	171	191	212	235
29	1	3	7	11	17	24	32	41	52	63	76	90	105	121	139	157	177	198	220	243
30	1	3	7	12	18	25	33	43	54	66	79	93	109	126	144	163	183	205	228	252
31	1	3	7	12	18	26	34	44	55	68	81	96	112	130	148	168	189	212	235	260
32	1	3	7	12	19	27	35	46	57	70	84	99	116	134	153	174	195	219	243	268
33	1	4	8	13	19	27	37	47	59	72	87	103	120	138	158	179	202	225	250	277
34	1	4	8	13	20	28	38	49	61	74	89	106	123	142	163	185	208	232	258	285
35	1	4	8	14	21	29	39	50	63	77	92	109	127	147	168	190	214	239	266	294
36	1	4	8	14	21	30	40	52	64	79	95	112	131	151	172	196	220	246	273	302
37	1	4	9	14	22	31	41	53	66	81	97	115	134	155	177	201	226	253	281	310
38	1	4	9	15	22	32	42	54	68	83	100	118	138	159	182	206	232	260	288	319
39	1	4	9	15	23	32	43	56	70	85	103	121	142	163	187	212	238	266	296	327
40	1	4	9	16	24	33	44	57	72	88	105	124	145	168	192	217	244	273	304	336
41	1	5	10	16	24	34	46	59	74	90	108	128	149	172	197	223	251	280	311	344
42	1	5	10	16	25	35	47	60	75	92	111	131	153	176	201	228	257	287	319	353
43	1	5	10	17	26	36	48	62	77	94	113	134	156	180	206	234	263	294	327	361
44	1	5	10	17	26	37	49	63	79	97	116	137	160	185	211	239	269	301	334	369
45	2	5	11	18	27	38	50	65	81	99	119	140	164	189	216	245	275	308	342	378
46	2	5	11	18	27	38	51	66	83	101	121	143	167	193	221	250	281	314	349	386
47	2	5	11	18	28	39	52	67	84	103	124	146	171	197	225	255	287	321	357	395
48	2	5	11	19	29	40	53	69	86	105	126	149	174	201	230	261	293	328	365	403
49	2	6	12	19	29	41	55	70	88	108	129	153	178	206	235	266	300	335	372	411
50	2	6	12	20	30	42	56	72	90	110	132	156	182	210	240	272	306	342	380	420

Real enc = $\sqrt{50 \times \text{Enc} / \text{Strength}}$

4.5 Damage

Damage done to a characters body is another main factor that increases the Status. Damage is always done with "s"-dices. In tables and otherwise the "s" is deleted so that a weapon doing 16 in damage is really doing s16 (i.e. 1d10 + 1d6) in damage. When damages are added such as a mace with large spikes is a mace + 2 in damage, the numbers are always added before throwing the "s"-dice. The mace would for instance do s12 instead of s10 in damage. How much physical punishment the characters body can withstand depends upon its Size. A hard blow of some sort will have different

4.2 Real damage

Dam. \ Siz.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	10	5	3	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0
2	20	10	7	5	4	3	3	3	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
3	30	15	10	8	6	5	4	4	3	3	3	3	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1
4	40	20	13	10	8	7	6	5	4	4	4	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	1	1	1	1
5	50	25	17	13	10	8	7	6	6	5	5	4	4	4	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2
6	60	30	20	15	12	10	9	8	7	6	5	5	5	4	4	4	4	3	3	3	3	3	3	3	2	2	2	2	2	2
7	70	35	23	18	14	12	10	9	8	7	6	6	5	5	5	4	4	4	4	4	3	3	3	3	3	3	3	3	2	2
8	80	40	27	20	16	13	11	10	9	8	7	7	6	6	5	5	5	4	4	4	4	4	3	3	3	3	3	3	3	3
9	90	45	30	23	18	15	13	11	10	9	8	8	7	6	6	6	5	5	5	5	4	4	4	4	4	3	3	3	3	3
10		50	33	25	20	17	14	13	11	10	9	8	8	7	7	6	6	6	5	5	5	5	4	4	4	4	4	4	3	3
11		55	37	28	22	18	16	14	12	11	10	9	8	8	7	7	6	6	6	6	5	5	5	5	4	4	4	4	4	4
12		60	40	30	24	20	17	15	13	12	11	10	9	9	8	8	7	7	6	6	6	5	5	5	5	5	4	4	4	4
13		65	43	33	26	22	19	16	14	13	12	11	10	9	9	8	8	7	7	7	6	6	6	5	5	5	5	5	4	4
14		70	47	35	28	23	20	18	16	14	13	12	11	10	9	9	8	8	7	7	7	6	6	6	6	5	5	5	5	5
15		75	50	38	30	25	21	19	17	15	14	13	12	11	10	9	9	8	8	8	7	7	7	6	6	6	6	5	5	5
16		80	53	40	32	27	23	20	18	16	15	13	12	11	11	10	9	9	8	8	8	7	7	7	6	6	6	6	6	5
17		85	57	43	34	28	24	21	19	17	15	14	13	12	11	11	10	9	9	9	8	8	7	7	7	7	6	6	6	6
18		90	60	45	36	30	26	23	20	18	16	15	14	13	12	11	11	10	9	9	9	8	8	8	7	7	7	6	6	6
19		95	63	48	38	32	27	24	21	19	17	16	15	14	13	12	11	11	10	10	9	9	8	8	8	7	7	7	7	6
20			67	50	40	33	29	25	22	20	18	17	15	14	13	13	12	11	11	10	10	9	9	8	8	8	7	7	7	7
21			70	53	42	35	30	26	23	21	19	18	16	15	14	13	12	12	11	11	10	10	9	9	8	8	8	8	7	7
22			73	55	44	37	31	28	24	22	20	18	17	16	15	14	13	12	12	11	10	10	10	9	9	8	8	8	8	7
23			77	58	46	38	33	29	26	23	21	19	18	16	15	14	14	13	12	12	11	10	10	10	9	9	9	8	8	8
24			80	60	48	40	34	30	27	24	22	20	18	17	16	15	14	13	13	12	11	11	10	10	10	9	9	9	8	8
25			83	63	50	42	36	31	28	25	23	21	19	18	17	16	15	14	13	13	12	11	11	10	10	10	9	9	9	8
26			87	65	52	43	37	33	29	26	24	22	20	19	17	16	15	14	14	13	12	12	11	11	10	10	10	9	9	9
27			90	68	54	45	39	34	30	27	25	23	21	19	18	17	16	15	14	14	13	12	12	11	11	10	10	10	9	9
28			93	70	56	47	40	35	31	28	25	23	22	20	19	18	16	16	15	14	13	13	12	12	11	11	10	10	10	9
29			97	73	58	48	41	36	32	29	26	24	22	21	19	18	17	16	15	15	14	13	13	12	12	11	11	10	10	10
30				75	60	50	43	38	33	30	27	25	23	21	20	19	18	17	16	15	14	14	13	13	12	12	11	11	10	10
31				78	62	52	44	39	34	31	28	26	24	22	21	19	18	17	16	16	15	14	13	13	12	12	11	11	11	10
32				80	64	53	46	40	36	32	29	27	25	23	21	20	19	18	17	16	15	15	14	13	13	12	12	11	11	11
33				83	66	55	47	41	37	33	30	28	25	24	22	21	19	18	17	17	16	15	14	14	13	13	12	12	11	11
34				85	68	57	49	43	38	34	31	28	26	24	23	21	20	19	18	17	16	15	15	14	14	13	13	12	12	11
35				88	70	58	50	44	39	35	32	29	27	25	23	22	21	19	18	18	17	16	15	15	14	13	13	13	12	12
36				90	72	60	51	45	40	36	33	30	28	26	24	23	21	20	19	18	17	16	16	15	14	14	13	13	12	12
37				93	74	62	53	46	41	37	34	31	28	26	25	23	22	21	19	19	18	17	16	15	15	14	14	13	13	12
38				95	76	63	54	48	42	38	35	32	29	27	25	24	22	21	20	19	18	17	17	16	15	15	14	14	13	13
39				98	78	65	56	49	43	39	35	33	30	28	26	24	23	22	21	20	19	18	17	16	16	15	14	14	13	13
40					80	67	57	50	44	40	36	33	31	29	27	25	24	22	21	20	19	18	17	17	16	15	15	14	14	13
41					82	68	59	51	46	41	37	34	32	29	27	26	24	23	22	21	20	19	18	17	16	16	15	15	14	14
42					84	70	60	53	47	42	38	35	32	30	28	26	25	23	22	21	20	19	18	18	17	16	16	15	14	14
43					86	72	61	54	48	43	39	36	33	31	29	27	25	24	23	22	20	20	19	18	17	17	16	15	15	14
44					88	73	63	55	49	44	40	37	34	31	29	28	26	24	23	22	21	20	19	18	18	17	16	16	15	15
45					90	75	64	56	50	45	41	38	35	32	30	28	26	25	24	23	21	20	20	19	18	17	17	16	16	15
46					92	77	66	58	51	46	42	38	35	33	31	29	27	26	24	23	22	21	20	19	18	18	17	16	16	15
47					94	78	67	59	52	47	43	39	36	34	31	29	28	26	25	24	22	21	20	20	19	18	17	17	16	16
48					96	80	69	60	53	48	44	40	37	34	32	30	28	27	25	24	23	22	21	20	19	18	18	17	17	16
49					98	82	70	61	54	49	45	41	38	35	33	31	29	27	26	25	23	22	21	20	20	19	18	18	17	16
50						83	71	63	56	50	45	42	38	36	33	31	29	28	26	25	24	23	22	21	20	19	19	18	17	17

Real damage = 10 x Damage/Size

effects on a small and large body. While a small body can be crushed by it, the larger may only be slightly affected. Thus, the damage done by a weapon or otherwise (except by falls as described in 4.7.1) is matched with the Size to find the real damage to the characters body. This is done by table 4.2 Real damage.

4.5.1 Hit points (HP) and hit locations (HL)

Hit points is a measure of how much real damage a specific location of the body can stand. There are 7 such locations on a humanoid body. These are the head, the arms, the chest, the abdomen and the legs. As there is a difference in how much real damage they can stand before they can not be used, they have a different number of hit points each. The hit points are as follows:

Head : 6
Arms : 6
Chest : 12
Abdomen : 8
Legs : 10

When the values above are reached, the hit locations can't be used. The effect on each hit location is:

Head : The character faints.
Arms : The arm is useless.
Chest : The character falls and can't perform any action.
Abdomen : As chest.
Legs : The character can't stand on the leg. The character will fall if in action but can do things while down. If the hit was in one of the two lower leg locations, the character can go down on one knee.

4.5.2 Hit point starts

How much a character is affected by the real damage taken will depend upon his or her Willpower. To simulate this, the real damage will be counted from —Willpower/5 (1 per full 5 in Willpower) to a maximum of —10. This means that with an average Willpower of 10, the real damage in each hit location will be counted from —2 and up until the hit points in the hit location is reached as mentioned above.

The total real damage above 0 in each hit location is added directly to the Status.

To determine which hit location is hit in combat, one uses a d20 on table 4.3 Hit locations. The illustration below the table shows where the hit locations and hit location numbers are placed.

4.3 Hit locations

No.	Location	No.	Location
1-2	Head	11-12	Abdomen
3-5	Right Arm	13-16	Right Leg
6-8	Left Arm	17-20	Left Leg
9-10	Chest		

This hit location table is for humanoids. Other hit locations for different creatures will be found as drawings in chapter 10 CREATURES.

4.5.3 Incapacitating a hit location

If the real damage reaches three times the hit points in a hit location, the hit location is incapacitated. In the limbs (arms and legs), this would mean that they are permanently damaged. In the vital hit locations (head, chest, abdomen), this would mean death. If this damage is made to a limb in one blow with a cutting weapon it is cut off. To cut off the head, it would require 4 times its hit points (24 for a humanoid body).

4.5.4 Stunning (optional)

Per full five positive hit points received as one damage, a character is stunned for one second. When stunned, a creature is not able to attack or adjust anything. For the defensive effect during combat, see table 5.10 Melee adjustments.

4.5.5 Recovery of hit points

Hit points are recovered at the rate of about one hit point per wound per three days, but this will depend upon the treatment as explained under the skill of medical lore in chapter 2 SKILLS.

4.5.6 Recovery of breaks

A broken bone will mend in about 2 to 4 weeks depending upon its thickness and placement. If the bone is not properly set, it will mend in a crooked way.

4.6 Bleeding

Sharp weapons (swords, axes and similar weapons) will make bleeding wounds if the real damage is great enough. Per full 5 in real damage, the wound will bleed 1 point per 30 seconds. Thrusting weapons (spears, arrows and the like) will also make bleeding wounds, 1 per full 10 in real damage. This loss of blood (bleeding points) is added on the column on character sheet B1 labeled Bleeding. This column goes from —4 and upward as the bleeding points start on —5. If the bleeding points reaches 35, the character faints and if it reaches 40 he or she is dead. If the bleeding points have reached 35, the character will die if not given blood transfusion within an hour. First aiding a wound will stop the bleeding but it will not help the character from dying after the bleeding points have reached 35. The bleeding points above 0 are added directly to the Status. Severing an artery will usually make more bleeding than indicated by the damage. Generally, the closer the artery is to the heart, the more it will bleed. Cutting off a limb will severe the artery.

A wound will not bleed during the first ten seconds after the damage is done due to contraction of the veins. This includes severed arteries.

4.6.1 Shock

When the bleeding points reach 20, the victim enters a state of shock. When in shock, he or she will not be able to perform heavy actions (as when reaching 20 + Willpower on Status). The pulse of the victim will be weak and fast and medical care will be needed. The victim must drink a lot to make up for the loss of liquid (blood).

4.6.2 Recovery of blood loss

The bleeding points are recovered gradually in 25 days for humans. It doesn't matter how many bleeding points the character has, it will still recover in 25 days.

4.7 Special damages

4.7.1 Falling

Damage from falling affects the real hit points directly. It does not go through table 4.1 Real damage. The damage done is 10 per meter on hard soil. Thus,

a fall from 3 meters would give a damage of s30. This damage is counted as if made by a blunt weapon (explained in 5.12.4 Damage from blunt weapons). The damage will of course vary with the surface. The list below contains some surfaces and the damage done per meter. After having determined the real damage by throwing the appropriate ''s''-dice, the damage is first applied to one hit location and then half of that damage to another hit location. If the hit locations are the same only apply the first damage. Armor (explained in 5.3 Armor) protects only up to 5 points at the GM's discretion. Half of the landing skill is subtracted from the resulting damage in both hit locations. If the character is jumping down and not falling, 20 is added to the landing skill. If any hit location is incapacitated as a result of the damage, the rest of the damage (above three times the hit points in the hit location) is applied to the fatigue (recovered at the rate of Endurance per day). This simulates that it is possible to die from the shock of landing, even though the character falls on his or her legs. If the character tries to land on his feet, the legs are damaged.

If a character falls while standing on his or her feet as when being pushed, the damage is calculated as a fall from half his height.

A fall from a normal horse at full gallop is counted as a normal fall from 2 meters.

4.4 Falling damages			
Dam.	Surface	Dam.	Surface
20	Sharp irregular stone surface	6	Soft surface (a pile of soft soil / dirt) or deep mud
15	Stone surface	4	Water
10	Hard soil		
8	Soft soil / Grass		

4.7.2 Damage from falling objects

Damages done by falling objects are 10 per kilogram of weight per meter the object has fallen. This damage is for hard objects such as stones and should be adjusted for objects of softer materials. Example: A 2 kg stone falling 2 meters on a character would do s40 in damage. If the object is falling directly from above on a character, throw 1d10 to determine which hit location is hit.

4.7.3 Fire

The damage done by fire or heat depends upon the size of the flames or the hot area touched and its temperature. The damage made by a campfire or a torch is 1d2 per hit location exposed every second. How armor will protect against this damage is left up to the GM. Armor will usually cease to protect after having been exposed to fire for a while. It will either burn or become overheated.ff the head, it would require 4 times its hit points (24 for a humanoid body).

5 COMBAT

Combat is an essential part of a fantasy role-playing game. Therefore, we have focused more on combat than other skills and thus there are more rules on this subject. The skill system for combat is essentially the same as for other skills with some exceptions. These exeptions will be covered later in this chapter.

We have divided combat into two categories: Melee combat and missile combat. Melee combat is close man-to-man fighting with or without weapons, while missile combat covers shooting and throwing weapons such as bows, slings, throwing daggers and javelins. There are some different rules for these two types of combat.

MELEE COMBAT

5.1 Weapons

Melee Weapons and their descriptions are covered in table 5.1 Melee Weapons. In this table, you will find all the weapon specifications you will need to play. First, we will give an explanation to the columns.

Weapon: The name of the weapon being described.

Type: Weapons of the same type are used in a similar way and may be used at 1/2 of each others gained skill (+the initial bonus). Example: A character has a skill of 15 in one-handed light mace. 5 of these are initial bonus. She has 6 in initial bonus with hatchet. The skill in hatchet would then be 1/2 of the skill gained in light mace 10/2=5 + the initial bonus of 6 giving a resulting 11. One handed axes and slashing swords will be used at 1/4 of each others gained skill + initial bonus.

Strength: The Strength needed to fight with the weapon with no penalties. If the character uses a weapon that requires more Strength than the character has, use table 5.2 Weapon strength penalties to find how much the character must subtract in the potential skill in the weapon. Just cross-reference the weapon strength (columns) with the character Strength (rows) to find the subtraction.

Damage: The weapon damage. This damage is for the standard of the weapon and may vary with the quality of specific weapons. The damage bonus (explained in 5.2) is added to the weapon damage to get the damage that the character does with this weapon. This is done before throwing any dice to find the actual damage made.

Hit points: A rating of how much damage the weapon itself can stand before breaking. When the hit points are exceeded, the rest of the damage is usually applied to the defender.

Space required: This tells how much free space is required to wield this weapon properly. The numbers are the meters of radius needed. Discretion must be used to find the height needed to use the weapon. The GM will determine the penalities if this space is not available when fighting.

Effective length: This is how much this weapon extends your reach. This is important when determining the first attack (explained in 5.8 First attack).

Length: The length of the weapon.

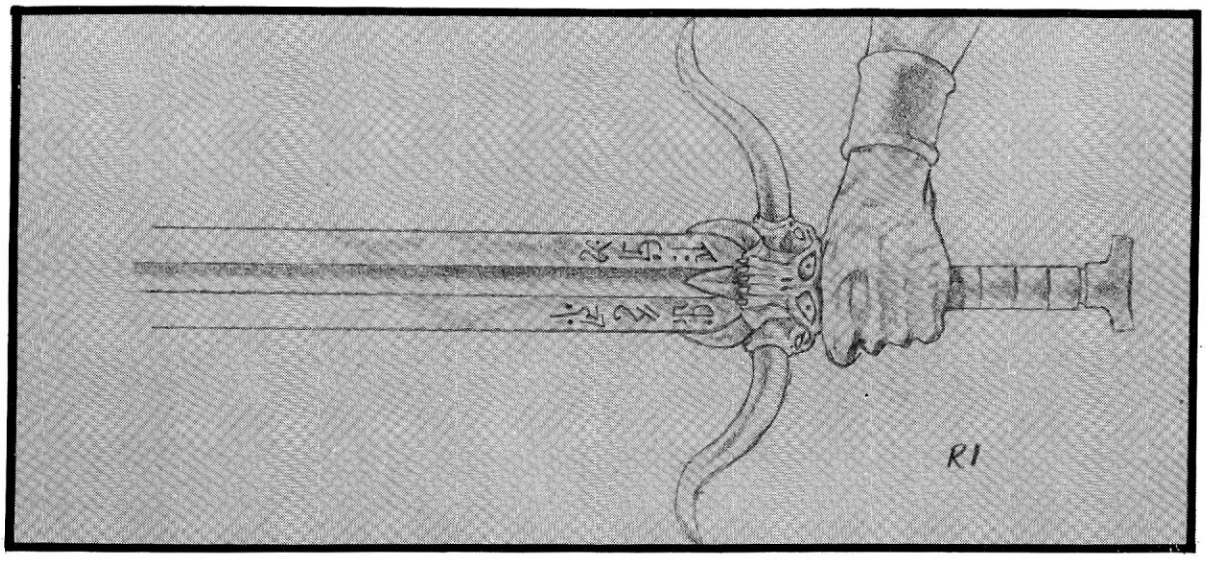
Weight: The weight of the weapon.

Weapon modifier: This modifier is applied directly to the skill of the weapon. It is a modification that shows how well that weapon can be used in relation to other weapons within a weapon type. For instance a rapier has a weapon modifier of 0 while a shortsword has —5. They are both of the same type but the rapier is a better weapon. The weapon modifier shows only the relation between weapons of the same type.

Grab weapon: This column tells you how easily the weapon can be grabbed by an opponent. The values are added to the defensive value of the wielder of the weapon.

The result of a successful grab weapon attack is left for the GM to decide as this will vary with the situation. The space required for grab weapon is Size/10 meters in radius.

Dodge: This column tells you how easily the weapon can be dodged. It is the modification to the opponents defensive value if the opponent is mainly dodging as defense (see 5.7.2 Adjusting the defensive value when dodging). The space required for dodge is Size/10 meters in radius.



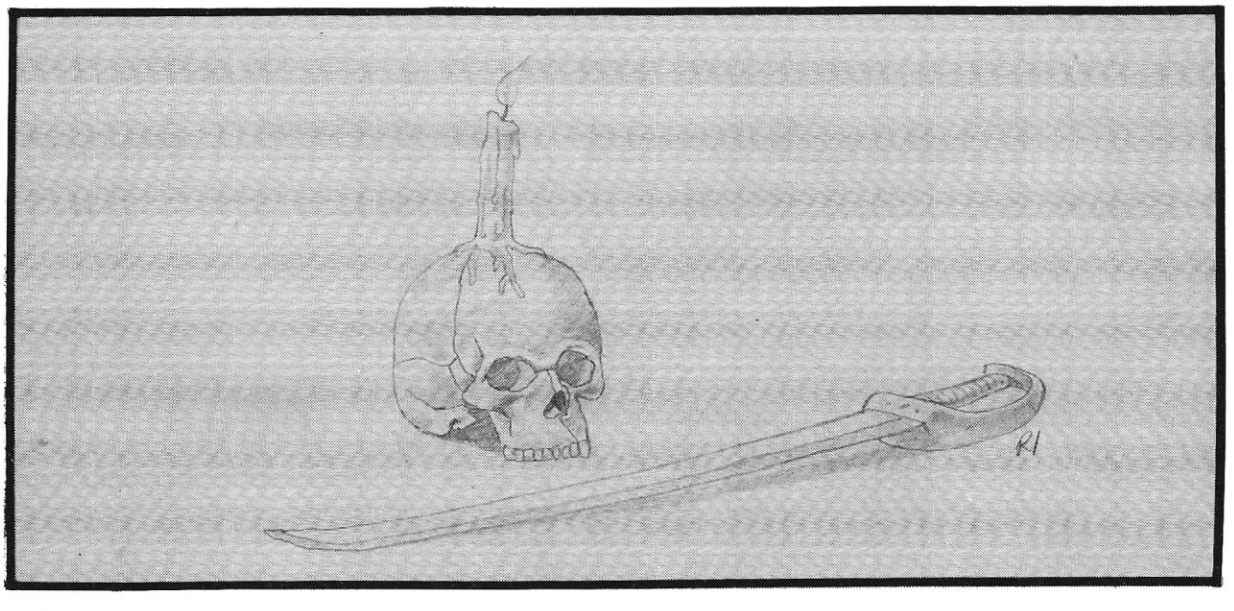
5.1 Melee weapons

Weapon	Type	STR	Dam.	HP	Spc.R.	Eff.L.	Length	Weigth	Mod.	G.W.	Dodge
Bastard Sword 1H	Slashing Sword 1H	20	12	35	1.2	0.7	1.0	2.1	0	55	10
Bastard Sword 2H	Sword 2H	14	18	35	1.1	0.6	1.0	2.1	0	55	5
Battle Axe 1H	Axe 1H	26	16	25	1.0	0.5	0.8	2.1	0	40	15
Battle Axe 2H	Axe 2H	16	22	25	0.9	0.4	0.8	2.1	0	50	10
Brass Knuckles	Unarmed	2	2	20	$	0.0	0.1	0.1	0	—	0
Broad Axe	Axe 1H	16	12	25	0.8	0.3	0.6	1.6	-4	40	5
Buckler	Shield	10	3	25	0.5	0.0	0.3	2.0	-5	25	15
Club	Axe 1H	14	8	25	0.9	0.4	0.7	1.2	-6	40	5
Flail	Flail	18	18	30	1.6	1.1	1.6	2.5	0	45	15
Great Axe	Axe 2H	22	28	25	1.3	0.8	1.2	2.6	+5	45	20
Great Sword	Sword 2H	18	22	40	1.3	0.8	1.2	2.4	+2	65	10
Halberd	Polearm	20	22	20	1.5	1.2	2.3	2.9	0	45	10
Hammer	Axe 1H	16	10	25	0.9	0.4	0.7	1.4	-5	35	5
Hatchet	Axe 1H	12	10	25	0.7	0.2	0.4	1.4	-7	45	0
Heavy Mace 1H	Axe 1H	20	12	25	0.9	0.4	0.7	1.7	0	40	10
Heavy Mace 2H	Axe 2H	12	18	25	0.8	0.3	0.7	1.7	0	50	5
Hercules Club	Axe 2H	20	26	30	1.3	0.8	1.2	2.6	+5	40	20
Kite Shield	Shield	18	6	35	0.5	0.0	1.3	6.0	+5	5	35
Knife	Knife	4	5	25	0.7	0.2	0.3	0.3	0	60	0
Lance	Lance	12	14	20	‡	1.0	2.0	1.4	0	30	5
Light Mace	Axe 1H	14	9	25	0.8	0.3	0.6	1.2	-5	45	5
Longsword	Slashing Sword 1H	14	10	35	1.1	0.6	0.8	1.6	-2	55	5
Mace & Chain	Mace & Chain	22	14/2	30	1.2	0.7	1.0	2.0	0	40	10
Mattock	Axe 1H	14	10	25	0.8	0.3	0.5	1.5	-5	40	0
Rapier	Thrusting Sword 1H	8	6	20	1.3	0.8	1.0	0.8	0	60	0
Round Shield	Shield	14	5	30	0.5	0.0	0.8	4.0	0	15	25
Scimitar	Slashing Sword 1H	14	10	35	1.0	0.5	0.7	1.7	-3	60	0
Shortsword	Thrusting Sword 1H	8	7	35	0.9	0.4	0.6	0.9	-5	60	0
Spear 1H	Spear 1H	10	6	20	1.3	1.0	1.5	1.0	0	25	10
Spear 2H	Spear 2H	10	14	20	1.5	1.0	2.0	1.6	0	30	5
Staff	Spear 2H	10	8	20	1.4	0.9	1.8	1.4	0	30	5
Stick	Axe 1H	4	4	20	0.7	0.3	0.4	0.4	-10	40	-5
Unarmed	Unarmed	0	0	—	$	0.0	—	—	0	—	0
Warpick	Axe 2H	14	20	25	1.0	0.5	0.9	1.8	0	45	10
Whip	Whip	12	1/6	5	@	2.5	3.0	1.0	0	45	0
Wrestling	Wrestling	0	0	—	$	0.0	—	—	0	—	-5

‡ The space required depends upon the size of the mount and the rider, with an additional 10 meter run or more to aim at the target.

@ The space required for a whip is 1 meter in front of the character.

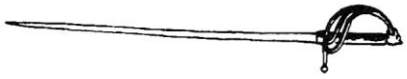
$ The space required is size/10 meters.



Great sword

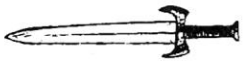
Bastard sword

Long sword

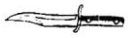


Rapier

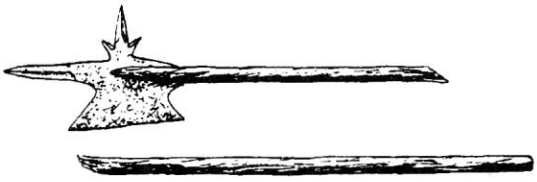
Scimitar



Short sword



Knife

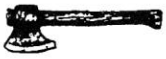


Halberd

Great axe

Brass knuckles

Battle axe

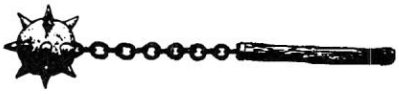


Hatchet

Flail

Hercules club

Heavy mace



Mace & chain

Hammer

Light mace

Club

Stick

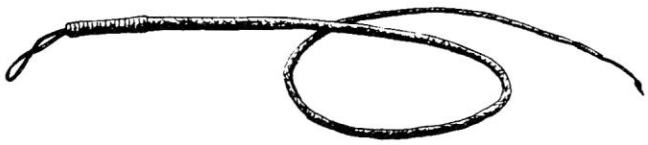
Warpick

Pick

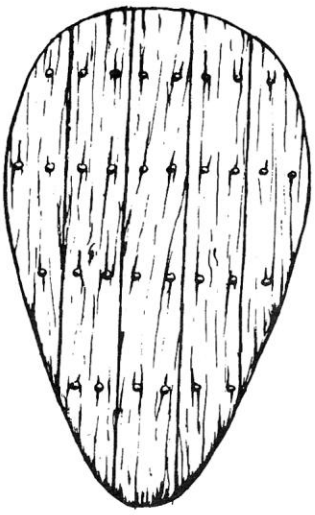
Spear 2H/Lance

Staff

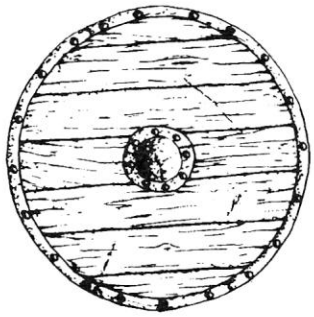
Spear 1H



Whip

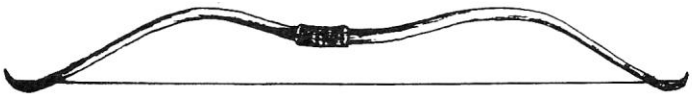


Kite shield

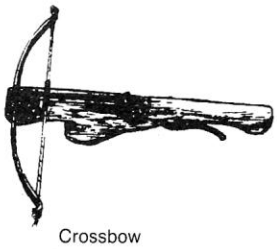


Round shield

Buckler



Long bow



Crossbow

Rock

Long blowgun

Short blowgun

Sling

Throwing axe

Javelin

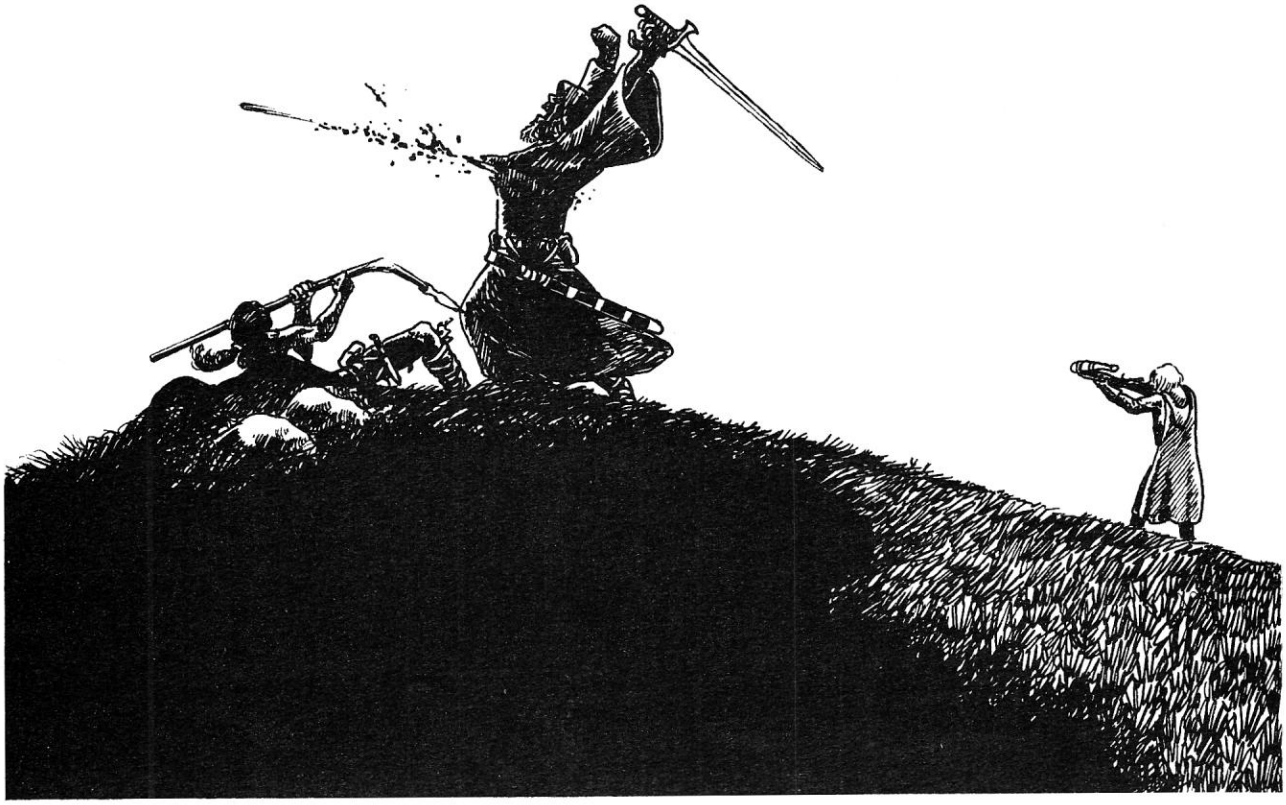
Throwing knife

Dart

5.2 Melee weapons Strength penalties

WS \ CS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	33	17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	38	25	13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	40	30	20	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	42	33	25	17	8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	43	36	29	21	14	7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
8	44	38	31	25	19	13	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	44	39	33	28	22	17	11	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
10	45	40	35	30	25	20	15	10	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	45	41	36	32	27	23	18	14	9	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12	46	42	38	33	29	25	21	17	13	8	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
13	46	42	38	35	31	27	23	19	15	12	8	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14	46	43	39	36	32	29	25	21	18	14	11	7	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
15	47	43	40	37	33	30	27	23	20	17	13	10	7	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
16	47	44	41	38	34	31	28	25	22	19	16	13	9	6	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
17	47	44	41	38	35	32	29	26	24	21	18	15	12	9	6	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0
18	47	44	42	39	36	33	31	28	25	22	19	17	14	11	8	6	3	0	0	0	0	0	0	0	0	0	0	0	0	0
19	47	45	42	39	37	34	32	29	26	24	21	18	16	13	11	8	5	3	0	0	0	0	0	0	0	0	0	0	0	0
20	48	45	43	40	38	35	33	30	28	25	23	20	18	15	13	10	8	5	3	0	0	0	0	0	0	0	0	0	0	0
21	48	45	43	40	38	36	33	31	29	26	24	21	19	17	14	12	10	7	5	2	0	0	0	0	0	0	0	0	0	0
22	48	45	43	41	39	36	34	32	30	27	25	23	20	18	16	14	11	9	7	5	2	0	0	0	0	0	0	0	0	0
23	48	46	43	41	39	37	35	33	30	28	26	24	22	20	17	15	13	11	9	7	4	2	0	0	0	0	0	0	0	0
24	48	46	44	42	40	38	35	33	31	29	27	25	23	21	19	17	15	13	10	8	6	4	2	0	0	0	0	0	0	0
25	48	46	44	42	40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2	0	0	0	0	0	0
26	48	46	44	42	40	38	37	35	33	31	29	27	25	23	21	19	17	15	13	12	10	8	6	4	2	0	0	0	0	0
27	48	46	44	43	41	39	37	35	33	31	30	28	26	24	22	20	19	17	15	13	11	9	7	6	4	2	0	0	0	0
28	48	46	45	43	41	39	38	36	34	32	30	29	27	25	23	21	20	18	16	14	13	11	9	7	5	4	2	0	0	0
29	48	47	45	43	41	40	38	36	34	33	31	29	28	26	24	22	21	19	17	16	14	12	10	9	7	5	3	2	0	0
30	48	47	45	43	42	40	38	37	35	33	32	30	28	27	25	23	22	20	18	17	15	13	12	10	8	7	5	3	2	0

50-(50*CS/WS) round down



5.2 Damage bonus

Damage bonus is the additional damage a character does due to his or her Strength and Size. Just add the Strength and Size of the character and per full 5, the character will gain 1 in damage bonus. The damage bonus is added to the weapons basic damage to get the damage that the character does with that specific weapon. This is done before throwing any dice to find the actual damage made.

5.3 Unarmed combat

Many different forms of combat are included under the heading "unarmed". Any creature that uses only its body to fight with, fights either unarmed or by wrestling. For humanoids, unarmed covers punches and kicks. It has a base damage of 0 so the only damage done is from the damage bonus. Special devices such as brass knuckles will increase the damage of unarmed combat. Creatures fighting with body parts doing different damages such as a kick and a bite will have a base damage that is an average of these.

5.3.1 Wrestling

Wrestling is a skill that covers throwing or holding an opponent. Whenever a character attempts a wrestling attack, he or she must first decide whether it is to throw, damage by a hold or just to hold the opponent.

If the character tries to throw the opponent, the following adjustments are made to the opponents defensive value:
Defenders weight — attackers weight per full 5.
Defenders Strength — attackers Strength per full 2.

If the attack is successful, the defender will be thrown to the ground. The fall is counted as a normal fall from half the height of the defender. Subtract half of the landing skill of the defender from the damage. This damage may be increased by 1 per 2 subtracted from the attackers offensive value.

If the attacker decides to apply a damaging grip on the opponent, the base damage is 0. This attack could be anything from trying to break an opponents arm to stretching a muscle. The damage may be increased at the rate of 1 per 2 subtracted from the attackers offensive value. This hold will be broken in one second.

If the attacker decides to only hold an opponent, use the following procedure:
-A new d20 is rolled for the attacker (rolled by the GM).
-One per 2 subtracted from the attackers offensive value when making the initial attack is added to this d20.
-The value rolled against (a new defense value) is:
Defenders weight — attackers weight per full 10.
+ Defenders Strength — attackers Strength per full 2.
+ Defenders Willpower/2.

If the result on the d20 is lower than the new defense value, the hold is broken. If the result is higher than the new defense value, the difference is how many seconds the hold is maintained before a new d20 is rolled against the same defense value.

At the beginning of each holding period (before rolling the d20), the attacker may decide to do damage to the opponent. The damage will be half the attackers damage bonus. This damage may not be increased on behalf of the offensive value.

When this last option is chosen the opponents defensive value is increased by five.

Wrestling can not be used in comination with most other weapons.

5.4 Improvised weapons

Characters may sometimes pick up various objects and use them as weapons. Such objects could be anything from a bottle to a chair. The GM must decide what type these improvised weapons will count as on the combat table (5.6). An improvised weapon will usually have a very low weapon modifier compared to other weapons of this type.

5.5 Armor

Armor and their descriptions are covered in table 5.4 Armor. Armor has the property of absorbing damage. How much a specific armor absorbs is its armor point value. When a character is hit in a location covered by armor, subtract the armor points from the damage done before finding the real damage by table 4.1 Real damage.

Armor will usually cover different parts of a body. Different sorts of armor, their coverage and their encumbrance and cost in percent of a full suit is found in table 6.9 Armor cover.

5.3 Armor

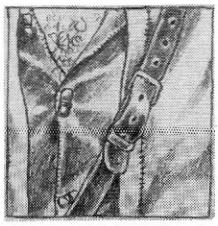
Armor	Armor Points	Move Quietly[1]
Medium Cloth	1	0
Heavy Cloth	2	-2
Soft Leather	2	0
Fur	3	0
Quilt	3	-2
Hard Leather	4	-4
Cuir-boullie	5	-5
Hard Leather Scale	5	-9
Chain mail	7	-15
Cuir-boullie Lamellar	7	-7
Cuir-boullie Scale	7	-10
Double Mail	8	-15
Laminated	10	-15
Metal Brigandine	10	-5
Metal Lamellar	10	-15
Metal Scale	10	-20
Plate	12	-15
Studded	+1	-2
Ringed	+2	-3
Bezainted	+3	-3

1. Subtraction in move quietly when wearing a full suit of the indicated armor.

5.4 Helmets

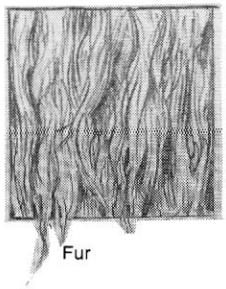
Helmet	Armor Points	Awareness[1]
Hood, Leather	2	-2
Hood, Quilt	2	-2
Hood, Chain	5	-2
Studded Leather Cap	5	0
Composite	6	-3
Greek	8	-7
Legionaire	8	-5
Viking	8	0
Cask	10	-15
Visored	11	-7/-15 [2]

1. Subtraction in awareness when wearing the helmet.
2. Visor up / visor down.

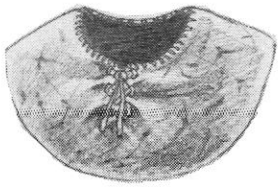


Medium cloth

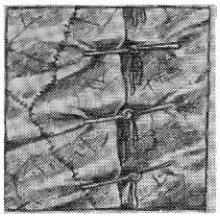
Heavy cloth



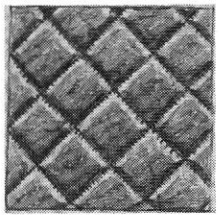
Fur



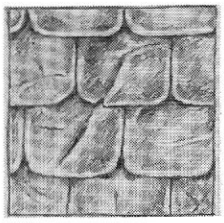
Hard leather neck guard



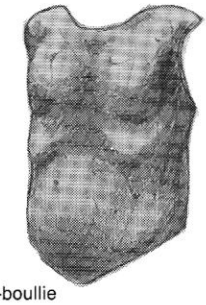
Soft leather



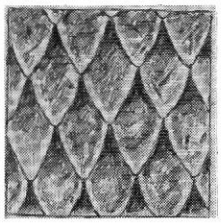
Quilt



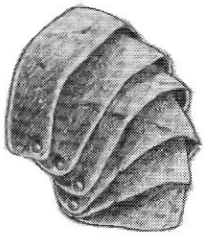
Hard leather scale



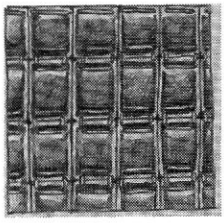
Cuir-boullie



Cuir-boullie scale

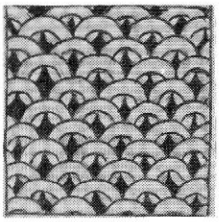


Cuir-boullie laminated

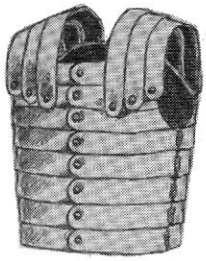


Cuir-bouillie lamellar

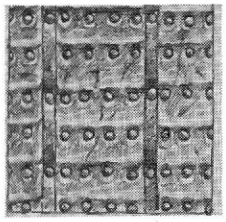
Chain mail



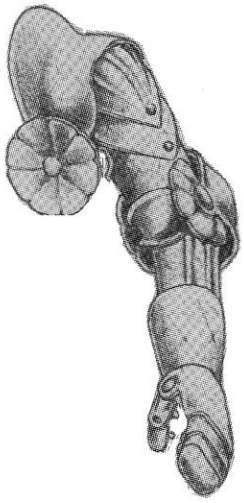
Double mail



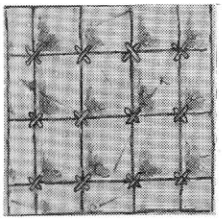
Metal laminated



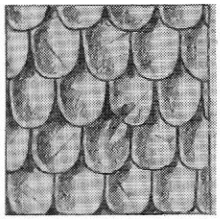
Metal brigandine



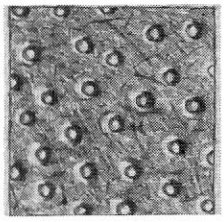
Plate



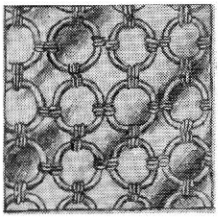
Metal lamellar



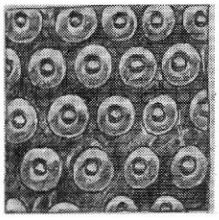
Metal scale



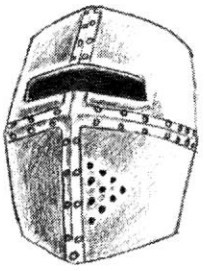
Studded



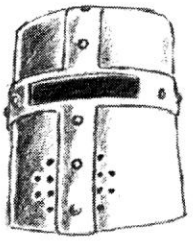
Ringed



Bezainted



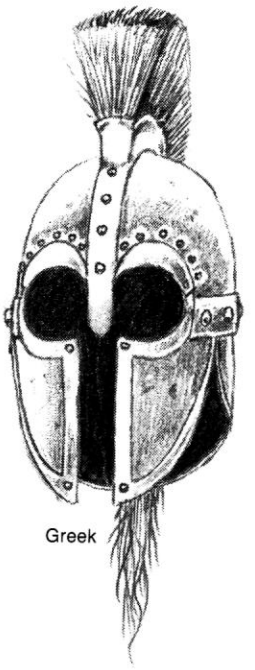
Cask



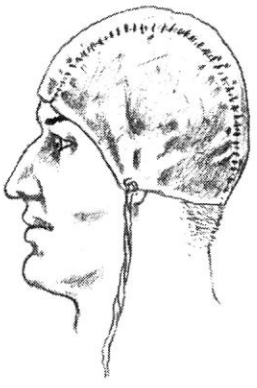
Cask

Chain hood

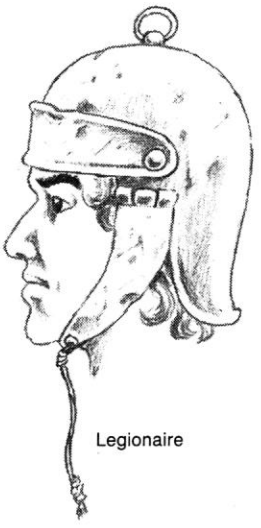
Cuir-boullie



Greek

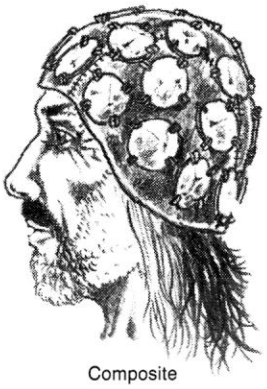


Leather hood

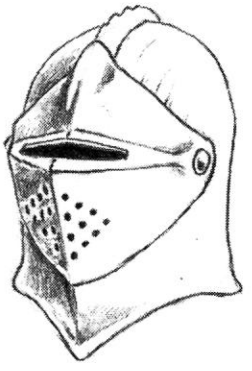


Legionaire

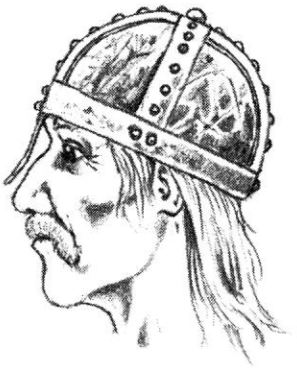
Quilt hood



Composite



Visored



Viking

5.6 Extended range versus melee range

When opponents are at a distance where none or some of them are unable to fight the others with melee weapons, we say they are at extended range. Otherwise when opponents are at a distance so that all opponents can fight, we say they are at melee range.

5.7 Offensive and defensive values

In combat there are two values that will determine whether an opponent is hit or not. These are the offensive value and the defensive value. The basis for these values is a characters skill in the weapons and his or her dodging ability. How they are determined, will be made clear in the following rules.

5.7.1 Fighting with more than one weapon

When a character is fighting with several weapons at one time, a main weapon must be chosen as all later modifications are made with this weapon. Different weapons may be chosen as a main weapon for attacking and defending. Per full 5 in skill with the other weapons, 1 is added to the skill of the main weapon. The resulting skill value is the subject of further adjustments. Remember that the unarmed skill includes both arms and both legs (to kick) for a humanoid and when using unarmed as a secondary weapon, a subtraction to the skill is made if not all limbs are free to fight. The adjustment to the unarmed skill when using other weapons is shown on the table below. Wrestling can not be used in addition to most other weapons.

5.5 Unarmed adjustments

1 Handed weapon		2 Handed weapon		Wrestling
Offensive	Defensive	Offensive	Defensive	
-5	-15	-10	-30	0

The character should find out how much each weapon is used while attacking. This is done by dividing the numbers on a d10 among the weapons with at least 1 on each weapon and most to the main weapon. Example: A character attacks with a sword, shield and unarmed combat (kicking). She divides the weapon on a d10: 1-6 on the sword, 7-9 on the unarmed combat and 10 (or 0) on the shield. When a character fighting with two or more weapons hits an opponent, roll the d10 to find out which weapon hit, using the numbers assigned to each weapon. These procedures are usually done before a character engages in a melee and they should be written on the character sheet.

5.7.2 Adjusting the defensive value when dodging

The basis for a characters defensive value is either the weapon skill or the dodging ability depending upon if the character mainly wants to dodge or parry. One of these skills is added 1 per full 5 to the other: Example: A character has 15 in skill with his weapon and 12 in dodging. He decides to mainly parry with dodging only as an aid. His resulting defensive value is then 15 + 2 = 17.

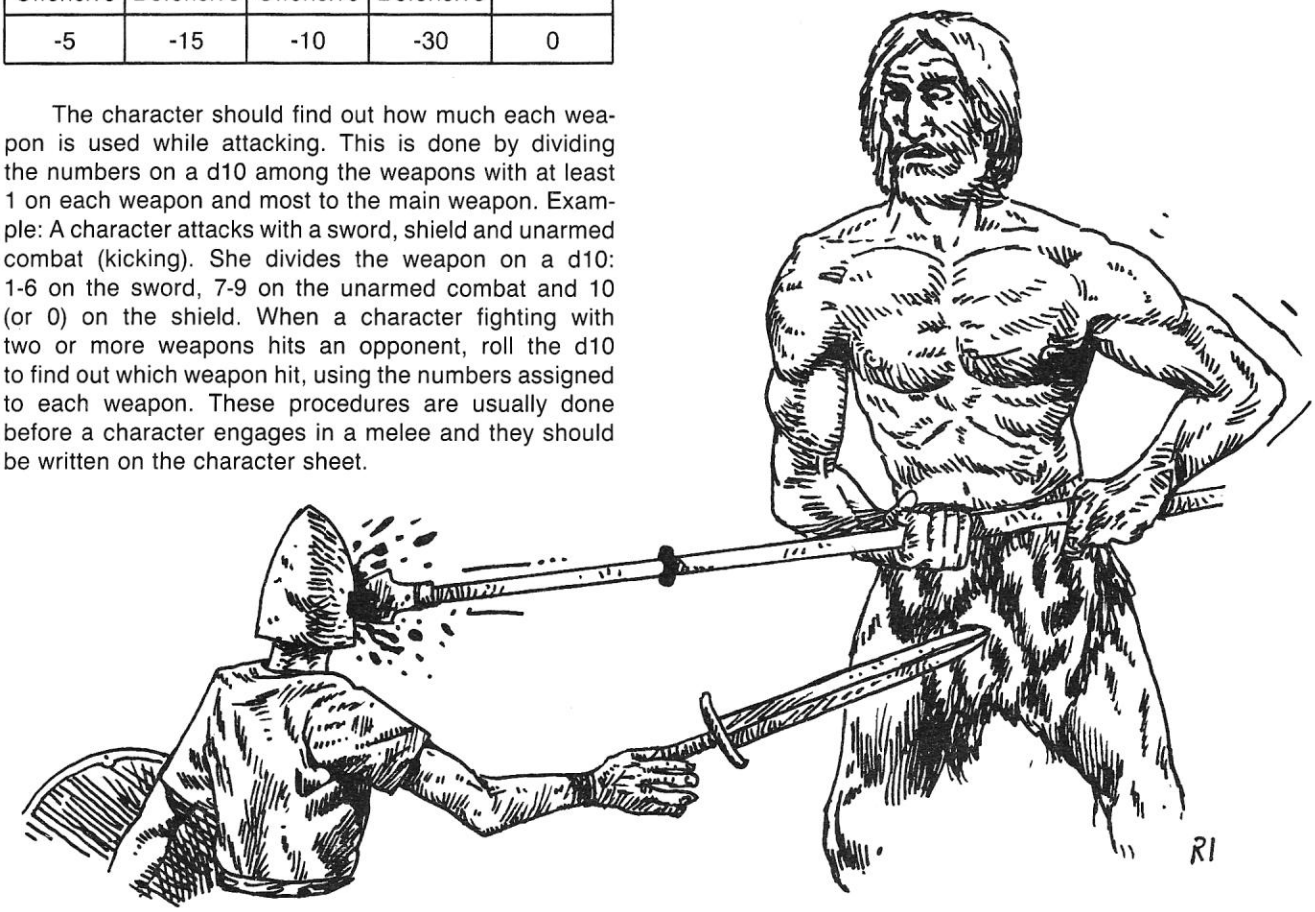
If the character decides to mainly dodge with parrying only as an aid (added 1 per full 5 of the weapon skill), the defensive value is adjusted as seen in table 5.1 Melee Weapons. Each weapon has its own dodging adjustment.

5.7.3 The combat table

There are great differences when various weapons are used against each other. There is for instance a great difference between fighting with a dagger against an unarmed opponent and a dagger against an opponent with a two-handed sword. This difference when matching weapon types is simulated by table 5.6. The weapon deterrence also plays an important part in these values. The number found is added to the opponents defensive value.

5.8 First attack

If the difference in effective length between the opponents weapons is more than half a meter, the opponent with the longest weapon will start the combat by attacking. For creatures of other than human size this value would change in proportion to the size. This is done every time the opponents are closing from extended range to melee range.



5.6 Combat

Defenders Weapon \ Attackers Weapon	Axe 1H	Axe 2H	Flail	Knife	Lance	Mace & Chain	Polearm	Slashing Sword 1H	Spear 1H	Spear 2H	Sword 2H	Thrusting Sword 1H	Unarmed	Whip	Wrestling
Axe 1H	10	5	5	25	0	10	0	10	10	0	5	10	25	-25	35
Axe 2H	20	15	15	25	5	20	10	15	15	10	10	15	25	-20	35
Flail	5	0	0	20	0	10	-10	5	5	-5	0	5	20	-20	30
Knife	0	-5	-5	5	-15	0	-15	0	0	-10	-5	0	15	-30	15
Lance	15	10	10	30	10	15	0	15	20	10	10	10	35	-10	40
Mace & Chain	0	-5	-5	10	-5	5	-10	0	0	-10	-5	-5	15	-20	25
Polearm	25	20	20	30	5	25	15	20	25	15	15	20	35	-15	45
Shield	20	20	20	25	10	20	10	20	20	10	20	20	25	0	30
Slashing Sword 1H	20	15	15	30	5	20	10	15	15	10	10	15	30	-20	40
Spear 1H	5	0	0	20	0	5	-10	5	10	0	0	5	20	-20	30
Spear 2H	25	20	20	30	10	25	15	20	25	15	15	20	30	-10	40
Sword 2H	25	20	20	30	10	25	15	20	20	15	15	20	35	-15	45
Thrusting Sword 1H	10	5	5	25	5	10	0	10	15	5	5	15	25	-15	35
Unarmed	-15	-20	-25	-5	-5	-20	-20	-20	5	-5	-25	-20	10	-30	15
Wrestling	-20	-25	-30	-10	-10	-25	-25	-25	0	-10	-30	-25	5	-35	20

5.9 Sequence of attack

To find out when the opponents will attack in combat, the GM will roll 1d10 for each opponent. The results are when the next attack will come in seconds counted from the last time he or she attacked. This is noted on the round sheet. The reason why the GM should throw the d10's is because the players should not know when their character will find an opening in their opponents defense. This knowledge could be exploited by the players.

If the opponents attacks come within the same second, each opponent throws a d10. The one with the lowest result comes first. If they both get the same result on the d10, they attack simultaneously. This d10 may not be adjusted on behalf of the offensive value as explained in 5.17 Voluntary adjustments. The GM will decide if the attacker with the higher result on the d10 is allowed to attack if he or she is wounded. If so, a subtraction must be made to his or her offensive value.

5.10 Resolving the attack

When one opponent has an opening in the others defense as determined in 5.9 Sequence of attack, an attack may be attempted. The attacker throws an open ended d20. The result is added to the offensive value. This is the attack. If the attack is higher than the opponents defensive value, a hit is scored on the defender. If it is less than the defensive value it is a miss and a new d10 is thrown by the GM to find the time for the next attack.

5.11 Alternate rules for defense (optional)

In the ordinary combat system, the defender does not throw dice to defend. He or she merely defends with the defensive value. The players are not actively defending their characters. If the GM wants to allow the players to participate actively in defense as well as offence, one of two options may be used.

1. -The attacker does not throw a d20 to attack.
   -The defender subtracts 20 from the defensive value.
   -The defender throws a d20 to defend against the attacker's offensive value.
   -If the defender throws a 19, the attacker fumbles and a 2 results in a critical.
2. -The attacker throws 2d10 and adds the offensive value.
   -The defender subtracts 10 from the defensive value.
   -The defender throws 2d10 to defend against the attacker's resulting offensive value.
   -If the attacker throws 18 of 19 a critical is made while a throw of 3 or 4 results in a fumble.

The first option only "shifts" the actions of the defender and the attacker. The attacker is now passive while the defender is actively defending. This yields the same results as the ordinary rules. By using this option, the players could actively attack and defend while the NPC's are only passively using their offensive and defensive values. In this way the GM is unburdened during combat. The second option allows both the attacker and the defender to play an active part in the combat as both are throwing dice. This yields approximately the same results as with the ordinary rules.

5.12 Resolving hits

When a hit is made, the attacker rolls to see where the defender is hit on table 4.3 Hit location. Then the damage is found by throwing the appropriate ''s''-dice. The defenders armor in the hit location hit is subtracted from the damage. The resulting damage is cross-referenced with the defenders Size on table 4.2 to find the real damage. Damage above 0 in the location is added to the Status and all skills will be lowered as the Status goes up. The defender would of course have to check if the hit location is useless or incapacitated. Any bleeding should also be noted as well as shock.

5.12.1 Zero in damage

If for some reason a hit inflicts 0 hit points of damage, it is only a scratch.

5.12.2 Stunning (optional)

Much damage in one blow will stun a character for a short period. Per 5 positive hit points inflicted, the creature is stunned for 1 second. A stunned creature may not attack or make any adjustments.

5.12.3 Defense value effect on damage (optional)

In real life combat one will find that the more the opponent can dodge or parry, the more he or she will reduce the effect from any hit.

In this game system this may be simulated by subtracting 1 in real damage from all hits made per full 10 in the defensive value (after all adjustments).

5.12.4 Damage from blunt weapons

Different sorts of weapons will make different types of damage. Blunt weapons will do some of their real damage more temporarily instead of doing all their damage ''permanently''. The first 3 points of real damage are regained at the rate of 1 hit point per minute. The rest is regained at normal rate. When the spikes of a mace or a similar blunt weapon are more than twice the size of the creature hit in millimeters, the weapon is counted as a thrusting weapon.

5.12.5 Armor effect on sharp weapons

When slashing weapons (swords, axes etc.) or thrusting weapons (spears, rapiers etc.) do not really go through the armor but still do damage due to the impact, they will do blunt weapon damage. Armor such as chainmail is not easily cut through even by heavy swords and so they will not make bleeding wounds and the recovery from such impact damage will be as for blunt weapons. It must be decided by the GM which hit will go through which armor, but a general rule would be that most hits will not go through cuir-bouilli and almost no hits will go through metal armor.

5.13 Disarm and break weapon

If the attack is equal to the defense value of the defender, a check is always made to see if the defender is disarmed or the defenders weapon breaks. The attacker rolls damage as normal. If the damage is greater than the hit points of the opponents weapon, it breaks. If the damage is greater than the Strength (twice the Strength if the opponent wields a two-handed weapon) of the opponent, he or she is disarmed. The attacker may choose to try and disarm the opponent more actively by increasing the probability of a disarm/break check. Example: A character tries to disarm her opponent. She then decides that any attack equal to, one above or two above the opponents defensive value will result in such a check.

Shields may not generally be disarmed but they can be penetrated by damage exceeding the hit points. A shield is not necessarily rendered useless when its hit points are exceeded. This is especially true regarding arrows and bolts.

5.14 Criticals

If a character rolls a 19 on a d20 when attacking, a critical is made. This is also the case when the character first rolls 20 on the d20 and as it is open ended throws another d20 and the result is 19. When a critical is made use table 5.7 to determine the result. Here, a d10 is rolled and 1 per full 5 of the characters offensive value is added. The d10 is open ended. The result is checked on the table to find the exact critical made. If this critical result does not apply to the specific situation, as for instance when a critical is made without hitting, use the next lower critical.

5.7	Criticals
30	Severe special thing in hit location (eye, special muscle etc.) - (GM's discretion).
29	Extra bleeding +10 in bleeding points.
28	Extra damage: Damage X 3.
27	Cut off small part of hit location (finger, toe etc.) - (GM's discretion).
26	Break bone if damage is 1/2 or more than the hit locations hit points.
25	Break bone if damage is equal or more than the hit locations hit points.
24	Stun hit location for damage number of seconds.
23	Stun hit location for damage number of seconds.
22	Extra damage: Damage X 2.
21	Extra damage: Damage X 2.
20	Blood impairs vision +10 in Status until fixed (only if hit in head is made).
19	Stun hit location for 1/2 Damage number of seconds.
18	Extra bleeding +2 (if weapon has an impact factor of 0).
17	Knock down foe. Foe makes Coordination roll against 25 or falls.
16	Opponent fumbles.
15	Extra bleeding +1 (if it is an edged or pointed weapon).
14	Knock down foe. Foe makes Coordination roll against 20 or falls.
13	If a hit with a thrusting weapon is scored, it is stuck in your opponents body if it is beneficial to you.
12	Extra damage: Damage X 1.5.
11	Extra damage: Damage X 1.5.
10	Extra damage: Damage X 1.5.
9	Blood impairs vision +3 in Status until fixed (only if hit in head is made).
8	Knock down foe. Foe makes Coordination roll against 15 or falls.
7	Opponent fumbles.
6	Free extra attack next second.
5	Free extra attack next second.
4	Free extra attack next second.
3	Opponent on extended range if benefical to you.
2	Opponent on extended range if benefical to you.
1	Opponent on extended range if benefical to you.
0	No critical.

5.15 Fumbles

If a character rolls a 2 on a d20 when attacking, a fumble is made. This is also the case when a character first rolls a 1 on the d20 and then rolls 2. When a fumble is made use table 5.8. The procedure done on this table is the same as with criticals. Go to the next higher fumble if the specific result cannot be applied to a situation (as when the result "Helmet disordered" comes up and the character fumbling doesn't have a helmet.

5.8	Fumbles
15	No fumble.
14	Opponent on extended range if it is benefical to your opponent.
13	-5 in offensive next 3 seconds.
12	-5 in offensive next 5 seconds.
11	-5 in offensive next 10 seconds.
10	Strain muscle, s2 in real damage to a hit location if not warmed up.
9	Opponent on extended range if it is benefical to your opponent.
8	-5 in defensive next 5 seconds.
7	Disorder equipment +2 in total real encumberance.
6	-5 in defensive next 10 seconds.
5	Strain muscle, s4 in real damage to a hit location if not warmed up.
4	Disorder equipment +3 in total real encumberance.
3	Make Coordination roll against 20 or fall.
2	Helmet disordered -5 in Status until fixed (takes 3 seconds).
1	Hair in eyes -10 in Status until fixed (takes 3 seconds).
0	Loose equipment (GM's discretion).
-1	Make an attack roll against 20 or loose weapon in hand.
-2	Strain muscle, s4 in real damage to a hit location.
-3	Make Coordination roll against 30 or fall.
-4	Wild shot (GM's discretion where it hits) / Entangle in own weapon, 1/2 normal effect.
-5	Make an attack roll against 30 or loose weapon in hand.
-6	Miss, roll damage, break weapon if damage equals or exceeds weapon hit points.
-7	-10 in Status next 10 seconds.
-8	If a hit with a thrusting weapon is scored, it is stuck in your opponents body if it is not beneficial to you.
-9	Make Coordination roll against 40 or fall.
-10	Attack wrong person (GM's discretion as to who).
-11	Attack wrong person at +5 in offensive (GM's discretion as to who).
-12	Damage self: Damage/2.
-13	Opponent gets free attack at +5 in offensive.
-14	Opponent gets free attack at +10 in offensive.
-15	Opponent gets free attack at +10 in offensive, and gets critical if the attack hits.

5.16 Getting up during combat

A character may fall during combat. This may happen as the result of a fumble, damage or other reasons left to the GM. To get up, the character makes a landing roll (2d10) on the table below. The result will determine how many seconds it takes to get up. During that time the character will suffer the penalties of being down on table 5.10 Melee adjustments.

5.9 Getting up during combat			
Landing roll	Seconds	Landing roll	Seconds
-9	s4 + 4	20	2
10	3	40 +	1

5.17 Voluntary adjustments

There are several adjustments that can be made if the player or GM wishes. All the adjustments below are voluntary and may be beneficial in certain situations.

5.17.1 Offensive/defensive adjustments

The offensive or defensive value may be adjusted on behalf of each other. This is done at the rate of 1 added to one of the values per 2 subtracted from the other. Example: A character with an offensive value of 15 and defensive of 25 wants an additional 2 in defensive value. He would then have to subtract 4 from his offensive value receiving 11 in offensive and 27 in defensive. In this way, one cannot get more than twice the offensive or defensive value, or plus 10, whichever is the greater. The adjustment is done after the cross-reference table and may be done at any time during combat.

5.17.2 Time adjustment

A character may make an adjustment on the d10, time for next attack, so as to attack faster. This is done at the rate of 1 subtracted from the d10 per 2 subtracted from the offensive or defensive value. This adjustment may be done after an attack but before the d10 is rolled to find the time for the next attack. 0 or any negative numbers are treated as a 1.

5.17.3 Damage adjustmets

The damage may be adjusted at the rate of 1 added to the "s"-dice per 2 subtracted from the offensive value. This adjustment is done before resolving the attack.

5.18 Pulling a blow

If a character for some reason should want to do less damage than what he or she is able to, just decrease the "s"-dice for damage.

5.19 Fighting more than one foe

When a character fights more than one foe, 25 is subtracted per opponent above 1 on the defensive value against the opponents. The subtraction is divided among the defensive values against each foe as the character wishes. Example: A character with 20 in defensive value fights three opponents. This gives an overall subtraction of 50 to his defensive values. He decides to defend with 10 against one opponent, 5 against the second and —5 against the third.

5.20 Entangling weapons

Entangling weapons are weapons which may disable an opponent or locations of an opponent due to entan-

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An ogre too much

Taya, Orto and Frog are walking happily through a beautiful forest when an ogre suddenly jumps out in front of them. The ogre is naked and unarmed but it looks furious. Taya notices a small bleeding wound on the ogre's left shoulder, probably a graze from an arrow. The ogre attacks without any warning. Taya hasn't had the opportunity to teach Frog to attack yet. The dog just stands still watching the upcoming fight.

Unfortunately, Orto managed to lose his axe only yesterday so he has to fight the ogre bare handed with his unarmed skill of 10—3 (real Enc) = 7. As his dodging skill is 11 and the defensive adjustment for unarmed against wrestling is 15, he has a defensive value of 24.

Taya draws her two daggers with the skills 12 in the right hand and 8 in the left hand. She has an offensive value of 13—2 (real Enc) = 11. Since both daggers do the same damage, it is not important which dagger hits. With her dodge of 9, she has a defensive value of 12.

The ogre uses his wrestling skill of 14 to attack. He has a dodge of 5 and therefore a defensive value of 15.

The fight starts and the GM rolls a d10 to see when each of the combatants finds an opening in the opponents defense.

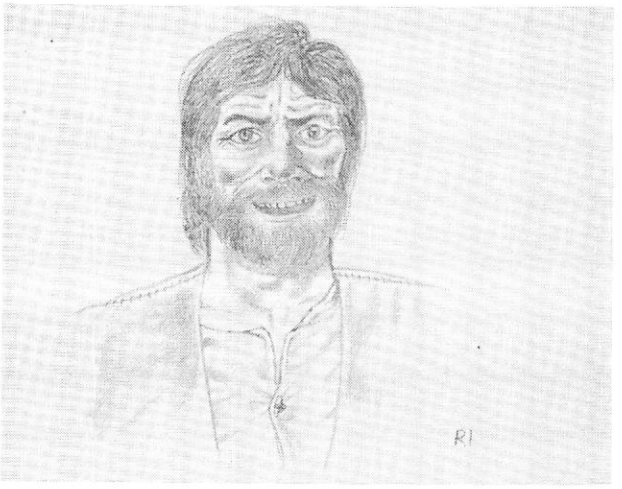
Orto attacks first. The combat table shows that defending with wrestling against an unarmed attack gives a bonus of 5 to the defense value. As the ogre faces two opponents he must subtract 25 from his defensive values. He makes the whole subtraction to his defensive value against Orto. Orto, with his offensive value of 7 must overcome the ogres resulting defensive value of —5 in his attack. Orto rolls a 2, a fumble! Rolling a d10 on the fumble table, adding one per full 5 of his offensive value yields a 4: Disorder equipment, +3 in real Enc. The attack of 9 is still a hit though. Rolling for damage and finding the real damage, gives 2 in damage to the ogre's abdomen. This does not affect his Status.

Next is the ogre with an attempt to throw Orto with his wrestling skill. Orto's defensive value 24. Adjusting this value according to the throwing rules of wrestling gives a total defensive value of 18. The ogre adds 5 to the falling damage and thus subtracts 10 from his offensive value. The attack is 20 and Orto goes flying. He lands on his head with 9 in real damage. He passes out.

Now it's Taya's turn. She aims at the ogre's abdomen which is already damaged by Orto's punch. The dice roll is 19, a hit (21 above the ogre's defensive value after checking through the combat table) and a critical. She rolls on the critical table with a d10 and adds 2 for her offensive value. The result is an 8: Extra damage x2. First, the d20 for hit location is rolled, and she misses the abdomen. Rolling the d10 for aiming, adding 4 since the attack was 21 above the defense gives a 10 and the abdomen is hit anyway. She does 20 in real damage to the ogre's abdomen, it goes down. Ha!

gling. These may be whips or weapons with a chain or rope with weights at the ends. Entangling weapons have two numbers in the column Damage in table 5.1 Melee weapons. The first one is the damage when the weapon is used to actually harm an opponent. When an attack with the intention to entangle is made, roll an "s"-dice as indicated by the second number. The result of this roll is how many seconds a specific hit location is disabled. This attack is done with a penalty of –20 to the weapon skill.

If the intention is to make the opponent fall by pulling him or her off balance after an entangle is made, the attacker adds up his or her Strength and Size and adds a d20 to get a resulting number. If this number is equal to or more than the opponents combined Strength, Coordination and Size, the opponent falls. Modifications are made to the defender depending upon which hit location is entangled. If one leg is entangled no modification is made. If both legs are entangled subtract 10. Other hit locations, add 10. These modifications are for humanoids. Otherwise the GM should determine the modifier. Pulling the target may be attempted each second the opponent is entangled.



5.21 Other adjustments

There are several special situations giving special adjustments to offensive and defensive values. The ones given here serve as guidelines to the GM.

5.10 Melee adjustments

DL	Condition
-10	Down on knee.
-20	Down.
-20	Partially unaware.
-10	Stunned
-10 1/2	Slippery ground (ice).
-3 1/2	Slippery ground (mud).
-5	Unable to move backwards.
-2	Fighting from below (stairs).
+2	Fighting from above (stairs).
-25 3	Each opponent above 1.
-3	Fighting in water (up to ancles).
-5	Fighting in water (up to knees).
-10	Fighting in water (up to hip).
	Fighting in water (swimming) see swimming.
-2 4	Twillight / torchlight.
-5 4	Moonlight (full moon).
-10 4/5	Starlight.
-20 4/5	Darkness.

1. Coordination roll against twice the subtraction or fall.
2. Done at the beginning of each bookkeeping round. The character will fall at any time during that round, GM's discretion.
3. See 5.19 Fighting more than one foe.
4. Twice subtraction on defensive value.
5. The characters may stumble into things they cannot see.

Orto's rescue

Next, we find our heroine in a very awkward situation facing two opponents at the same time. Both are human, one with a whip and the other with a shortsword and a small shield. Taya fights as usual with two daggers. She has gained a skill of 14 in her right hand weapon and 10 in her left hand dagger. This gives a combined skill of 16 subtracting the real Enc yields 12. She has a dodge of 11 and a defensive value of 14.

The two opponents close. The one with the whip makes the first attack as it is much longer than Taya's daggers. Taya decides to mainly dodge against this attack. This gives her a defensive value of 11+3 (from the daggers) subtracting the Status of 4 gives a 10. The dodge modification against whip is 0. She decides to use the whole defense penalty against the whip. The man with the whip attacks to entangle Taya. The attack is 12, a hit. It immobilizes her left arm for three seconds. Two seconds later, it is the swordman's turn. The whip affects Taya's defensive value, as she is unable to use her left hand. She adjusts 6 from her offensive value to give an addition of 3 to her defense. Her new defense value is 15. The swordman's attack is 17. A hit is made in Taya's chest. As Taya wears a chainmail hauberk, and since the shortsword can not penetrate this armor, the sword is treated as a blunt weapon. The damage is 9, subtracting the armor and finding the real damage gives 3 hit points of blunt weapon damage.

This damage does not affect Taya's Status, she has a Willpower of 16 and starts counting at —3 on all hit locations.

Two seconds later, the swordman attacks again. This sounds like a slaughter, doesn't it? The attack is 15 against Taya's 15; there is no defense modification for dagger against thrusting sword. The hit indicates a disarm/break check. Damage from the shortsword is rolled and it is 11. Taya has a Strength of 10 and thus she is disarmed. The GM rules that there is an equal chance for disarming the daggers. The right goes. Taya's future grows even darker.

Then, as a lightning striking from the blue sky penetrating the dark future, Orto comes riding. He charges towards the two men with a lance in his right arm and anger in his heart. He has a skill of 8 in lance, 16 in riding and is riding a battle-trained horse. As he charges, he adjusts the maximum of 20 from the defensive value to the offensive value giving a total offensive value of 1.

He charges the man with the whip as his position is more suited for an attack. He tries to dodge with a defensive value of 13. Orto attacks with a 15, and a hit is made to the man's head. The damage is 12 and he goes down. The other opponent flees. A rescue in an hour of need.

5.22 Aiming

When aiming at a certain location or locations use the following procedure:

1. State the locations aimed at.

2. Throw 1d20 to find the hit location. If one of the locations wanted is hit, then a hit is made. If not go to the next step:

3. Throw a d10 on the following table and add 1 per full 5 the attack was above the number needed to hit.

1-5 : Miss.

6-9 : Throw 1d20 and hit random hit location.

10+ : Hit the hit location aimed at, determining which one by random means if aiming at more than one.

5.23 Movement in combat

When engaged in a fight, a human can move up to about 1 meter per second and mainly backwards.

When moving in a melee area without being engaged, a human can move up to about 2 meters per second. This is the speed when jogging slowly.

When riding a horse in a melee area, the horse may move up to about 3 meters per second. Of course, one may also just charge through the battlefield, but then one does not take precautions to protect the horse.

5.24 Charging

When a creature charges another, double its damage bonus. The creature will not be able to dodge or parry with its attacking weapon. A d10 is not rolled to see when the charging or charged creature attacks. They automatically attack when within range.

5.25 Attacks outside melee combat

The normal rules for melee combat do not apply to situations where the opponent is not defending. An attack may be made on an unaware creature like in an ambush or an assassination. The target is counted as having a defensive value of 0 while the attacker gets a bonus of 40 to his or her offensive value. If the target is standing still the bonus will be as high as 60 to the attackers offensive value. No adjustments from the attackers defensive value may be made in such a situation as this is not combat. Otherwise all adjustments on table 5.10 Melee adjustments apply.

MISSILE COMBAT

5.26 Missile weapons

Missile and throwing weapons and their descriptions are covered in table 5.11 Missile weapons. Here is an explanation of the terms used in the table:

Weapon: The name of the weapon being described.

Type: As with melee weapons, weapons within one type may be used at half of each others gained skill.

Strength: The strength needed to be able to use the weapon with no penalties. The rules for penalties are the same as for melee weapons. Refer to table 5.2 Weapon Strength penalties.

Damage: The basic damage of the weapon.

Hit points: The hit points of the weapon (not the missile for shooting weapons).

Range: How many meters each range is, as explained in 5.30.1 Finding the hit number.

Maximum range: The maximum distance the missile will travel.

Offensive modifier: The offensive modification of the weapon used. This is added to the characters skill to find the offensive value.

Reload: The time in seconds needed to reload the missile weapon with a new missile. These are only guidelines as it depends on where a character places the quiver etc. This value may be varied by throwing dice if the GM wants to.

Length: The length of the throwing or missile weapon.

Weight: The weight of the throwing or missile weapon.

5.11 Missile weapons

Weapon	Type	Strength	Dam.	HP	Range	Max.Rng.	Mod.	Reload	Length	Weight
Dart	Javelin	4	5	10	8	40[3]	-15	2	0.3	0.1
Javelin[1]	Javelin	12	14	20	8	40[3]	-15	2	1.7	1.2
Long Blowgun	Blowgun	5	2	5	10	50	0	3	2.3	0.7
Rock[2]	Rock	10	3	30	7	40[3]	-15	2	0.07	0.5
Short Blowgun	Blowgun	2	1	5	5	25	0	3	1.0	0.4
Sling	Sling	8	10	3	10	120	-20	5	1.0	0.1
Throwing Axe	Throwing Axe	14	12	25	7	25[3]	-30	3	0.4	1.4
Throwing Knife	Throwing Knife	6	6	25	5	25[3]	-20	2	0.3	0.3

1. Decrease damage by 4 and max range by 50% if standing still and throwing.
2. This is a rock suited for throwing.
3. This is for a character with an average Strength and Coordination of 15.

5.27 Bows and crossbows

You will probably notice that bows and crossbows are missing from table 5.11 Missile weapons. The reason is that these weapons are described with a floating system so as to cover everything from an English longbow to a short riders bow and a light to a heavy crossbow. An additional heading in this table is the penetration factor.

5.27.1 Weights

A term used when describing bows and crossbows is their power, referred to as their "weight" in pounds (#). The weight is the force it takes to pull the string back to the chin (approximately 70 cm). Since the arrows of most bows and crossbows totally penetrate a human body, there is no big difference between the damage of an arrow from a 50 # for a 150# bow. It wouldn't

be important if the arrow went through the body and got stuck in a tree 20 meters behind or if it only went through the body. Bows and crossbows with weights less than respectively 30# or 50# (depending upon the arrow) and 100#, will do less damage because the missile will not go through the body. Only the shape of the arrow will determine the damage from bows and crossbows when it has a penetration factor. The weight of the bow and shape of the arrowhead will determine the penetration factor. The range and maximum range is mostly decided by the weight but the material and the shape of the bow will also be an important factor.

Table 5.12 Bows and crossbows will show how to "put together" different bows and how effective different crossbows are. Generally the reloading time for bows is 5 seconds. It will take from about 20 to 60 seconds to reload a crossbow depending upon its weight, the hooking device and the characters Strength. Generally for a crossbow of 300# or more, reloading time with a windlass is about 50 seconds. A crossbow with 100# to 200# hooked with a goat's foot will take about 25 seconds to reload. Crossbows with a weight of 300# or more usually require a windlass to load.

5.27.2 Penetration factor

When an opponent is covered by armor of some type, the penetration factor is subtracted from that armor point value and this result is used to protect against the damage from the missile. This is done to simulate that even though most bows and crossbows go through heavy armor, they do not make more damage than less powerful bows. If the target wears no armor, the damage would be the same for a 50# and a 150# bow since the arrow will usually go completely through the body with both bows. If the target is dressed in plate armor, the 50# bow is less effective than a 150# bow since the latter will still penetrate the body, regardless of the armor.

5.12 Bows and crossbows

	Penetration Factor	Damage	Range	Max Range	Modifier
Bolt	1 per full 10# above 100#	30			
Broadhead	1 per full 5# above 50#	30			
Fieldpoint	1 per full 3# above 30#	20		+40%	
Self Bow[1]					
Composite Bow[2]	+1		+1	+25	+1
Long Bow					-10
Short Bow					-12
Crossbow					-10

Bows			Crossbows		
#	Range	Max Range	#	Range	Max Range
30	8	150	50[3]	5	100
50	9	175	100	6	150
70	10	200	150	7	200
110	11	250	300	8	250
150	12	300	600	9	300

1. Made of one piece of wood. 2. Made of several pieces of wood put together. 3. Damage of 20.

By the use of this table, one could compose a standard medieval English longbow of let's say 70# (less powerful than the average). The English longbow was a selfbow and by using field points on the arrows, it has the following properties:
Weapon modifier : —10
Damage : 20
Penetration factor : 13
Range : 10
Maximum range : 280

5.27.3 Strength needed

The Strength needed for bows is 1 per full 3#. If this results in a character getting —25 or more in skill because of low Strength, he or she will not be able to even draw the bow.

5.27.4 Note on arrows

Arrows must be made so as to fit each bow. There are many variations between bows such as draw length, weight, material and the length of the bow. All these factors make it necessary to specifically fit the arrow to the bow. Arrows made for one bow may be used with another, but then it will be harder to hit with. Subtract up to 5 from the offensive value if the draw lengths are about the same.

5.28 Improvised throwing weapons

Most improvised throwing weapons will act as a rock with a lower weapon modifier and range. Throwing weapons such as bottles or shoes will have other specifications left to the GM.

5.29 Damage bonus for throwing weapons

The damage bonus for throwing weapons is 1 per full 5 in Strength. This is added to the basic damage of the weapon.

5.30 Offensive values for missile and throwing weapons

The characters skill with a missile or throwing weapon plus the weapons offensive modifier is the offensive value. To attack, throw an open ended d20 and add to the offensive value. This is checked against a hit number (explained in 5.30.1 Finding the hit number) to see if a hit is made. The rules for criticals and fumbles are the same as for melee weapons.

5.30.1 Finding the hit number

The hit number is what the attack needs to be equal to or greater than to make a hit on the target. The hit number depends upon the range and Size of the target. The ranges go from 1 and upward, one being the closest. The distance each range will be depends upon the weapon being used. Each weapon has a range as shown in table 5.10 Missile weapons. This is how many meters the ranges are. The hit number basis for each range is 10 per the first five ranges and 5 per range above that, i.e. the hit number basis for range 1 is 10, 2 is 20, 5 is 50, 6 is 55, 7 is 60 and 8 is 65 etc.

Twice the Size of the target is subtracted from this hit number to get the resulting hit number which the attack is matched against. The Size means here the area of the target. When shooting at a non-living target, its Size must be determined independently from its weight. Use approximately 1 in Size per 10 cm of diameter. Example: A character has 10 in offensive value. She is aiming with a bow at a target with a Size of 6 at a distance of 25 meters. The range of the bow is 9 and since the target is less than 27 meters (9x3) away, it is on range 3. The hit number basis is 30, subtracting 12 (twice the Size) yields a hit number of 18. The character throws a 5 on the d20 resulting in an attack of 15, a miss.

5.30.2 Very close range

If a character is aiming at a target at very close range such as 1 meter, the hit number basis will usually be higher than normal for range 1. It would be very unlikely to miss if you had your crossbow held firmly against the back of your target ready to pull the trigger by the slightest motion. The hit number basis for such situations will vary with the weapon.

5.31 Special adjustments

There are several special situations giving adjustments to the hit number. The adjustments below serve as guidelines to the GM.

5.13 Missile adjustments

DL	Condition
+10	Target moving predictably (in a straight line).
+20	Target moving unpredictably (randomly).
+1/2[1]	Target dodging.
+20	Galloping
-5	Kneeling with crossbow
-10	Bracing crossbow.
+6	Shooting / throwing upwards (30°).
+3[2]	Shooting / throwing downwards (30°).
+5	Twillight / torchlight.
+10	Moonlight (full moon).
+20	Starlight.
+40	Darkness.

1. If target is activly dodging half of the dodge is added to the difficulty level.
2. Crossbows may not normally shoot downwards as the bolt will slide.

5.32 Aiming

When shooting or throwing, the character must aim at a certain hit location number, using table 4.3 Hit location or one of the drawings in chapter 10 CREATURES. Per full 2 the attack is above the hit number needed, one hit location number is adjusted in the direction of the hit location number aimed at. If the location aimed at was not the body (chest or abdomen) and the location aimed at was not hit, there is a 50% chance of missing the target completely. This is to simulate that if you aim at the head or limbs of a creature it is easier to miss the target completely. Example: A character aims at another persons head (2). The attack is 8 above the hit number and the d20 results in a 19, the left knee. Four hit location numbers are counted towards the head: 18 (thigh), 17 (hip), 11 (diaphragm) and 10 (chest). By counting, we didn't reach the intended hit location number and so it might only hit the chest if a 1 is thrown on a d2 (50%).

5.33 Parrying missile weapons

When parrying a missile weapon, the parrying weapon will protect certain hit location numbers depending upon the size of the weapon. A small shield will usually protect about two location numbers and the lower part of the left arm. A large shield will most often protect the left leg, abdomen, chest and the right arm. Which hit location numbers are protected is determined by the defender. Usually the attacker is able to aim at a location number not protected by the shield. Weapons other than shields are generally useless in parry against missiles.

Bullseye

On their travels, in a city, Orto and Taya meet a strange stage magician. His name is Feory. He is a slim figure with dark short hair and he usually dresses in dark clothes. His ability as a stage magician is supplied with some real magic. In combat, he fights with a rapier.

Orto and Feory manage to get themselves into a fight with two humans. One of them fights with a greatsword and the other with a two-handed battle axe. The combat seems to be slightly biased towards the two opponents. Orto and Feory have a hard time keeping up.

Taya stands some 20 meters away with her bow trying to help out at a distance. She tries to shoot the one with the greatsword, aiming at his head. The hit number for the range is 20, subtracting twice the Size of the target and adding 20 since it is moving unpredictably gives a resulting hit number of 22. Her modified skill with the bow is 8 and the attack is 18, a miss. The GM rules that there is a 30% chance of hitting someone else. Nobody else is hit.

Ten seconds later, she shoots another arrow. This time her player rolls a 20 and an 18 (it is open ended) giving an attack of 46! Whatever hit location the d20 shows, the shot will be adjusted to the head. The arrow does double damage since the attack is more than 20 above the hit number. It does 20 in real damage, killing its target on the spot.

5.34 Extra damage

If a character hits remarkably well with a missile or throwing weapon, more damage will be done to the target. If the attack is 20 higher than the hit number, twice the real damage will be done (all armor is subtracted before the damage is doubled). If the attack is 40 higher than the hit number, the real damage is tripled. If it is 60 higher it will be quadrupled etc.

5.35 Missiles stuck in the body

If the missile doesn't pass through the body of the target, it will usually get stuck in the body. Pulling out the missile will cause damage equal to one tenth of the damage of the missile. A missile doing a damage of s20 will do s2 when pulled out. Barbed missiles will do one fifth of the damage when they are pulled out.

5.36 Special armor values

Wood will usually have an armor point value of 5 per centimeter of thickness. A body has an armor point value of two times its size.

5.37 Missile damage to large creatures (optional)

We have said that the damage from a 50# and a 150# bow is the same for a human body as they both penetrate it. This is not true for large creature such as elephants. A 150# does a lot more damage than a 50# bow to an elephant. To simulate this, add the Size of the creature above 10 to the damage. The addition may be no more than the penetration factor after all armor has been subtracted. Example: A size 14 creature is shot with a missile having a damage of 20 and a penetration factor of 5 giving a damage of 24. If the missile had a penetration factor of 3 the damage would only have been increased by 3.

5.38 Firing into a melee

If a character should attempt to fire at a target engaged in a melee there is a certain procedure that should be followed. First, unless the target is totally visible a subtraction of up to 20 to the offensive value is made due to others in the melee obstructing the line of sight. If the target is fairly visible with others only occasionally getting in the way, a subtraction of from 5 to 10 would be appropriate. If the target is not hit, throw a dice (for example a d10) to see if any others engaged in the melee are hit. Usually there would be about 30%-50% (3 to 5 on a d10) to hit any other than the target aimed at. If the missile hit another than the target as determined by this dice roll, a new dice roll is made. The others around are divided on the dice to see which one is hit. This will be a hit with normal damage in a random hit location. Example: A character is aiming at an enemy in a melee with four others. He loosens the arrow from the string and misses the target. The GM decides that it is a 30% chance of hitting another. He rolls a d10 (1-3 being a hit) and the result is a 2, hit. Further, he decides that it has an equal chance of hitting the others and so he throws a d4 to find which one is hit.

In any case it is highly unlikely that a character misses by more than 1 meter, up, down or to either side, per 10 meters in range.

6 EQUIPMENT

This chapter will be dealing with all sorts of equipment and items that will occur in most fantasy settings. All prices, encumbrances and production times will be subject to the GM's changes as needed.

6.1 The monetary system

This monetary system uses three types of coins: copper, silver and gold. The ratio between these metals are set to 1:20 between gold and silver and between silver and copper. This makes calculations fairly easy and it is also historically a reasonably good ratio. In medieval history, the ratio between gold and silver has been as low as 1:12 and as high as 1:30 with 1:20 being common. Copper coins are made of pure copper, silver coins are made of 90% silver and 10% copper while gold coins are 70% gold and 30% copper. The coin types, weights, sizes and relative values are shown below.

The GM should realize that other coin weights and types were also used in the past. Silver coins weighing 7g or 15g might be useful in many societies and the value is directly proportional to the weight. Alloys might also occur like electrum (half gold, half silver). Electrum would be worth half a gold piece and half a silver piece or ten and a half silver pieces. Usually each country will make their own coins maybe with different weights and ratios. This may cause exchange problems and usurers will charge interest on such exchanges. For the purpose of finding the cost of objects not listed in the equipment tables, one can say that one silver piece equals approximately £10 or $15 (1987).

6.1 Coins

Coin	W.	Dia.[1]	T.[2]	Copper	Silver	Gold
Copper	10g	26	2	1	1/20	1/1000
Silver	10g	25	2	20	1	1/50
Gold	30g	28	3	1000	50	1

1. Diameter in mm. 2. Thickness in mm.

6.1.1 Promissory notes

When a large amount of money is to be transported or paid, one could instead of dragging around 5 kg of gold use promissory notes. These documents are written by local usurers against the exact value in cash. The note is cashed for full payment when returned to the usurer that originally wrote it. In the meantime the note may be cashed by other usurers usually with some interest as it involves a risk in doing so. The usurer that cashes the note would of course have to know the original usurer that signed it. Otherwise anyone could sign a promissory note and get it cashed for nothing. A promissory note may be used as a security for loans when a note is not accepted as payment.

6.1.2 Loans and interests

In most fantasy settings, an average interest rate for secured loans would be about one to two percent per month. Unsecured loans would have interest rates of up to 10 times that. The interest rates are of course proportional to the risk involved in lending somebody the money. Loans to cover long journeys, especially at sea, would have a high interest rate, from 10 to 20 percent per month.

6.2 Quality of equipment

All the items listed in the equipment tables are of quality 30. Prices for other qualities are adjusted according to table 6.2 Price and qualities.

6.2 Price and quality

Quality	Multiplier	Quality	Multiplier
15	0,1	45	2
20	0,5	50	5
25	0.75	55	10
30	1	60	20
35	1,25	65	40
40	1,5	70	Special

6.3 The equipment tables

Equipment and its cost etc. is covered in tables 6.3 to 6.30. First we will give an explanation to the columns used in these tables.

Weight (W.): The weight of the item in kg.

Length (L.): The length of the item in meters, the longest distance from one end to another.

Volume (Vol.): The volume of the item in liter or dm^3.

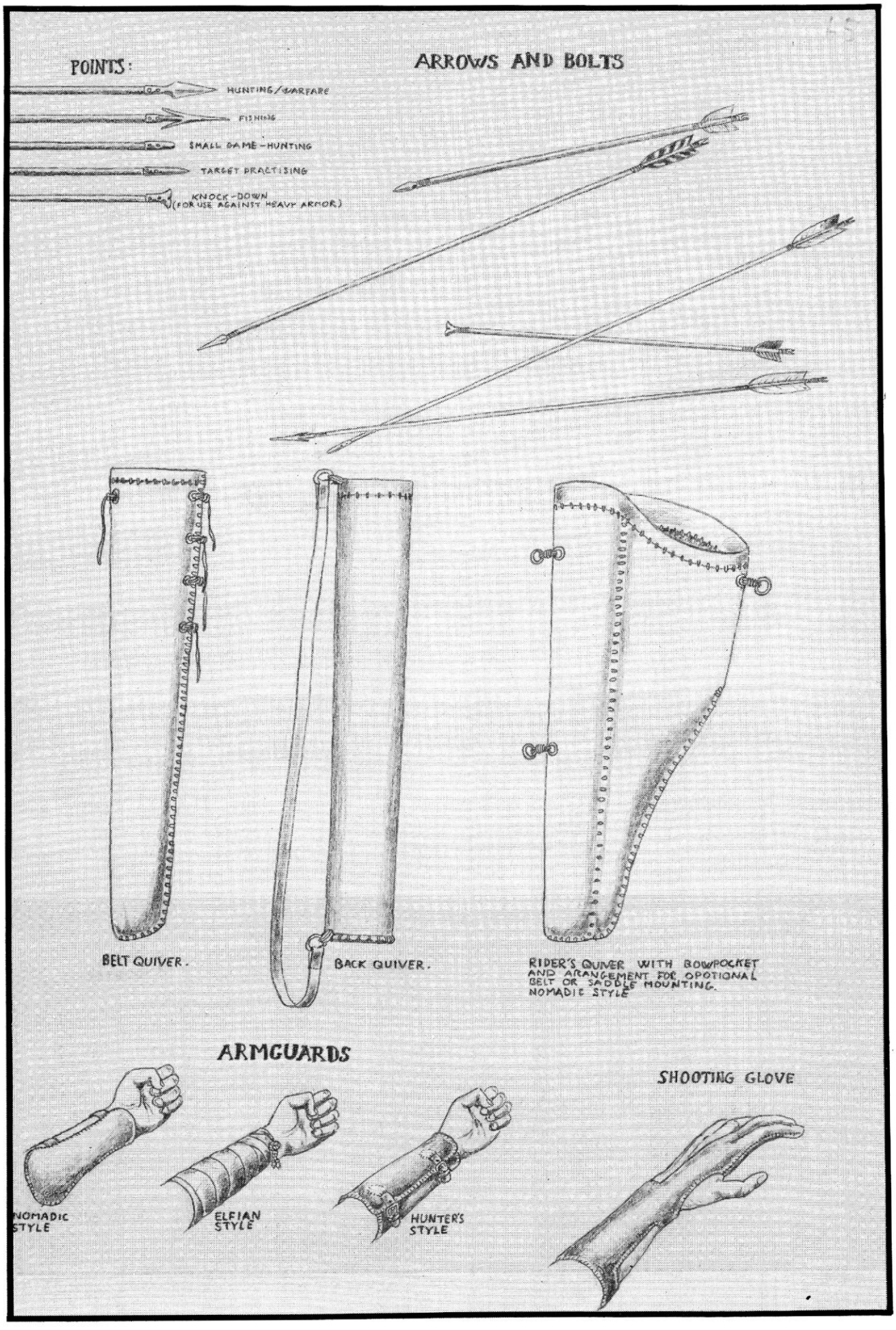
Production time (P.T.): The time it takes from starting to create the object until it is finished. The craftsman doesn't neccesarily work at the object the whole production time, as some objects will need to dry, glue set etc. As with pottery, a vase will need to dry during the production time and then the craftsman may work at other items. The production time is in weeks (w), days (d) or hours (h).

Encumbrance (Enc): The encumbrance as covered in 4.2 Encumbrance. Hollow objects (containers) have more Enc than their weight since they occupy more space than the material they are made of. Containers will have even more Enc if they are especially bulky. If something is put into a container such as liquid, treat the contents Enc as its weight.

Cost: This is the average cost of an item when bought in a temperate area such as Europe. The cost will of course vary a lot depending upon where the item is made and where it is bought.

Factors such as the availability of raw materials, the transportation cost (includes the transportation risk), the rarity of the item etc. will all help determining the cost of an item. The GM should adjust the prices in the equipment lists so that they suit his or her world and areas within it.

When goods are bought in large quantities, a discount of 10%-15% may be given for buying 100 items or more.


POINTS:
ARROWS AND BOLTS
HUNTING/WARFARE
FISHING
SMALL GAME-HUNTING
TARGET PRACTISING
KNOCK-DOWN
(FOR USE AGAINST HEAVY ARMOR)
BELT QUIVER.
BACK QUIVER.
RIDER'S QUIVER WITH BOWPOCKET AND ARRANGEMENT FOR OPTIONAL BELT OR SADDLE MOUNTING.
NOMADIC STYLE
ARMGUARDS
NOMADIC STYLE
ELFIAN STYLE
HUNTER'S STYLE
SHOOTING GLOVE

6.3 Melee weapons

Weapon	W.	L.	P.T.	Enc.	Cost
Bastard Sword	2.1	1.0	7d	3.0	45
Battle Axe	2.1	0.8	3d	3.0	30
Brass Knuckles	0.1	0.1	1d	0.1	4
Broad Axe	1.6	0.6	2d	2.5	20
Buckler	2.0	0.3	1d	3.0	5
Club	1.2	0.7	1d	1.5	3
Flail	2.5	1.6	4d	3.0	30
Great Axe	2.6	1.2	2d	4.0	15
Great Sword	2.4	1.2	8d	3.5	50
Halberd	2.9	2.3	4d	6.0	35
Hammer	1.4	0.7	4d	2.0	30
Hatchet	1.4	0.4	1d	2.0	10
Heavy Mace	1.7	0.7	4d	2.5	25
Hercules Club	2.6	1.2	2d	3.5	20
Kite Shield	6.0	1.3	3d	8.0	15
Knife	0.3	0.3	1d	0.5	5
Light Mace	1.2	0.6	2d	1.5	15
Longsword	1.6	0.8	4d	2.5	25
Mace & Chain	2.0	1.0	5d	3.0	30
Mattock	1.5	0.5	2d	2.5	15
Rapier	0.8	1.0	5d	1.5	35
Round Shield	4.0	0.8	2d	5.0	10
Scimitar	1.7	0.7	5d	2.5	30
Shortsword	0.9	0.6	3d	1.5	20
Spear 1H	1.0	1.5	2d	2.0	10
Spear 2H	1.6	2.0	3d	3.5	12
Staff	1.4	1.8	2d	3.0	6
Stick	0.4	0.4	5h	1.0	1
Warpick	1.8	0.9	2d	3.5	25
Whip	1.0	3.0	2d	1.5	8

6.4 Missile weapons

Weapon	W.	L.	P.T.	Enc.	Cost
Composite Bow	0.6	1.2	2w	2.0	35
Composite Bow	0.8	1.8	2w	3.0	45
Crossbow 100#	3.5	0.7	2w	6.0	30
Crossbow 300#	5.0	0.7	2w	8.0	55
Crossbow 600#	6.0	0.7	2w	10.0	70
Dart	0.1	0.3	1d	0.2	3
Javelin	1.2	1.7	1d	2.5	10
Long Blowgun	0.7	2.3	1d	3.0	10
Self Bow	0.6	1.2	1w	2.0	15
Self Bow	0.8	1.8	1w	3.0	20
Short Blowgun	0.4	1.0	1d	1.5	6
Sling	0.1	1.0	2h	0.2	2
Throwing Axe	1.4	0.4	2d	2.0	15
Throwing Knife	0.3	0.2	1d	0.5	6

6.5 Barding

Barding	W.	P.T.	Enc.	Cost
Chain	60	50d	60	300
Leather	30	6d	30	30
Plate	100	60d	100	450
Quilt	30	6d	30	45

6.6 Weapon equipment

Equipment	W.	L.	P.T.	Enc.	Cost
Armguard	0.3	0.2	1d	0.3	2
Arrows, broadhead (20)	0.5	0.8	1d	1.0	4
Arrows, fieldpoint (20)	0.5	0.8	1d	1.0	3
Blowgun Darts (20)	0.1	0.1	5h	0.1	10[1]
Bolts (20)	0.8	0.4	1d	1.0	4
Bowstring	—	@	2h	—	10[1]
Glove	0.1	0.2	1d	0.1	1
Goat's Foot	1.0	0.6	1d	1.5	5
Quiver, arrow	0.5	0.6	1d	1.0	3
Quiver, bolts	0.3	0.3	1d	0.5	2
Scabbard, knife	0.2	0.2	1d	0.3	2
Scabbard, longsword	0.5	0.6	1d	0.8	3
Slingstones (10)	2.0	0.1	$	2.0	1[1]
Windlass	1.5	0.7	2d	3.0	13

$ Several thousand years. @ As bow. 1. Copper pieces.

6.7 Armor

Armor	W.[3]	P.T.[4]	Enc.[3]	Cost[4]
Chainmail	19.0	30d	19.0	150
[1]Cuir-boullie	12.0	6d	13.0	50
Cuir-boullie Lamellar	13.0	20d	14.0	130
Cuir-boullie Scale	14.5	30d	15.0	115
Double Mail	23.0	35d	23.0	180
Fur	6.0	2d	9.0	20
[1]Hard Leather	7.0	2d	8.0	20
[1]Hard Leather Scale	11.0	15d	12.0	40
[1]Heavy Cloth	4.5	3d	5.0	10
Laminated	23.0	40d	24.0	280
[1]Medium Cloth	3.0	2d	3.0	7
Metal Brigandine	24.0	40d	26.0	275
Metal Lamellar	21.5	40d	23.0	300
Metal Scale	23.0	50d	24.0	300
Plate	26.5	60d	27.0	450
[1]Quilt	7.0	3d	8.0	18
[1]Soft Leather	5.0	2d	5.0	15
Bezainted	+3.0	+2d	+4.0[2]	+35
Ringed	+3.0	+2d	+3.5[2]	+30
Studded	+2.0	+2d	+2.5[2]	+25

1. These materials may be bezainted, ringed or studded.
2. On cuir-boullie, add the weight.
3. For a Size 10 person. This is proporsional with the Size.
4. This will vary some with the Size of the armor.

6.8 Helmets

Helmet	W.	P.T.	Enc.	Cost
Cask	4.0	8d	6	35
Composite	1.5	3d	2	8
Greek	2.5	4d	3	25
Hood, Chain	2.0	5d	3	18
Hood, Leather	1.0	1d	1	2
Hood, Quilt	1.0	1d	1	2
Legionaire	2.0	3d	2	15
Studded Leather Cap	1.0	2d	1	5
Visored	5.0	10d	6	45
Viking	2.0	2d	2	13

6.9 Armor cover

Armor	Locations covered	Weight[1]	Enc[1]	Cost[1]
Byrnie	3, 6, 9, 10, 11, 12, 13, 17	50%	45%	45%
Chausses	12, 13, 14, 15, 16, 17, 18, 19, 20	45%	45%	45%
Coudiere	4, 7	10%	10%	10%
Cuirass	9, 10, 11	25%	15%	15%
Cuissart	14, 18	10%	10%	10%
Epauliere-Brassart	3, 6	10%	15%	15%
Cauntlet	5, 8	10%	15%	15%
Greaves	16, 20	10%	10%	10%
Hauberk	3, 4, 6, 7, 9, 10, 11, 12, 13, 14, 17, 18	60%	55%	55%
Kneecup	15, 19	10%	10%	10%
Skirt	12, 13, 14, 17, 18	25%	25%	25%
Vambrace	5, 8	10%	15%	15%

1. Percentage of relevant value for a full suit.

6.10 Riding equipment

Equipment	W.	Vol.	P.T.	Enc.	Cost
Harness	2.0		2d	2.0	6
Horseshoe	0.6	@	2h	0.6	2
Nosebag	0.8	50	2h	1.0	10[1]
Packsaddle, horse	15.0	1000	1w	15.0	40
Packsaddle, pony	10.0	500	1w	10.0	30
Saddle	5.0		6d	5.0	25
Saddle, knights	10.0		2w	10.0	50
Saddle, military	7.0		8d	7.0	30
Saddlebag	2.0	40	2d	2.0	6
Saddlebag	3.0	80	2d	4.0	8
Saddle Blanket	1.0	$	1d	1.5	2
Spurs	0.2	‡	1d	0.4	2

$ 1m x 1m @ 15cm x 15cm ‡ 15cm 1. Copper pieces.

6.11 Clothes color

Color	Cost multiplier	Color	Cost multiplier
Black	1.10	Pink	1.25
Blue	1.25	Purple	2.00
Brown	1.00	Red	1.20
Green	1.00	White	1.10
Motley	1.30	Yellow	1.15
Orange	1.25		

6.12 Clothing material

Material	Weight Multiplier	Cost Multiplier
Canvas	1.25	1.5
Fur	4.00	4.0
Leather	2.00	3.0
Linen	1.00	1.0
Silk	2.00	8.0
Wool	1.75	3.0

6.13 Transportation

Item	W.	L.	P.T.	Enc.	Cost
Boat	100.0	2.0	1w	—	30
Boat	300.0	4.0	1w	—	100
Cart	200.0	1.5[1]	3d	—	30
Cart	400.0	2.0[1]	4d	—	60
Chariot	250.0	4.0[1]	1w	—	150
Draft Harness	4.0	—	4d	10	15
Driving Whip	0.5	2.0	2d	1	6
Oar	2.5	2.0	2d	3	3
Paddle	1.5	1.0	1d	2	2
Skies, pair	7.0	1.8	1w	15	6
Waggon, open	1,000.0	3.0[1]	1w	—	125
Waggon, closed	1,500.0	3.0[2]	10d	—	225

1. 1.5 m broad. 2. 2 m broad.

6.14 Clothes

Clothing	W.	P.T.	Enc	Cost
Belt	0.3	1h	0.3	1
Boots, hard	1.5	2d	1.5	5
Boots, riding	1.0	2d	1.0	7
Boots, soft	0.8	1d	0.8	3
Cloak	1.5	1d	1.5	6
Coat, leather	1.0	2d	1.0	5
Dress	1.0	2d	5.0	8
Girdle	0.4	1d	0.5	30[1]
Gloves	0.2	5h	0.3	1
Gown	1.0	1d	1.5	3
Hat	0.5	1d	0.5	30[1]
Hood	0.3	5h	0.5	1
Jumper	0.5	4d	0.5	4
Sandals	0.4	5h	0.5	10[1]
Shirt	0.2	5h	0.2	30[1]
Shoes	0.6	1d	0.6	2
Skirt	0.3	5h	0.3	30[1]
Trousers	0.8	1d	1.0	2
Underwear, summer	0.3	5h	0.3	5[1]
Underwear, winter	0.4	1d	0.4	10[1]

1. Copper pieces.
Cloth comes in 1.5m X 10m bolts at the cost of 3 silver pieces per meter.

6.15 Gems

Gem	Cost[1]	Gem	Cost[1]
Aquamarine	15	Pearl	15
Black Opal	25	Ruby	40
Black Pearl	25	Sapphire	30
Cornelian	5	Topaz	10
Diamond	45	Amethyst	10
Emerald	35		
Jade	15	Amber [2]	400
Onyx	5	Ebony [2]	5[3/4]
Opal	15	Ivory [2]	10[3]

1. Per carat (0.2 g). Especially large gems will have a higher value as they are rare and often famous. Raw gems come at about 1/4 of this value.
2. Per kg of raw material.
3. In the vicinity of the raw material.
4. Copper pieces.

6.16 Minerals

Mineral	Cost[1]	Mineral	Cost[1]
Bronze	5	Mercury	15[2]
Copper	5	Platinum	5,000
Electrum	1,050	Silver	100
Gold	2,000	Sulphur	5
Iron	3	Tin	3
Lead	1		

1. Per kg. 2. Per dl.

6.17 Tools

Tool	W.	L.	P.T.	Enc.	Cost
Adze	0.5	0.2	5h	0.5	5
Axe	1.5	0.6	1d	2.0	9
Chain, heavy	8.0	1.0	5d	10.0	35
Chain, light	3.0	1.0	3d	4.0	15
Chisel, stone	0.8	0.2	1d	1.0	5
Chisel, wood	0.5	0.2	1d	0.7	4
Crowbar	2.5	0.5	1d	3.0	9
Drill	1.0	0.4	1d	1.5	6
Drill Bit	0.1	0.1	2h	0.2	1
Grappling Hook	0.5	0.3	2d	1.0	5
Hammer, carpenters	1.0	0.3	1d	1.5	4
Hammer, smiths	1.5	0.3	1d	2.0	5
Hatchet	0.8	0.4	1d	1.5	5
Meter Measurer	0.3	1.0	5h	0.5	1
Nails (100)	0.5	$	1d	0.5	4
Needles (10)	0.1	$	1d	0.1	1
Pickaxe	3.0	1.1	2d	6.0	15
Plane	1.0	0.3	1d	1.0	5
Rope	1.5	10.0	2d	2.0	3
Saw	1.5	0.7	2d	2.0	8
Scythe	2.5	1.1	1d	4.0	8
Sickle	0.8	0.4	1d	1.0	4
Spade	2.0	1.1	1d	3.5	5
Spikes (10)	0.5	0.1	1d	0.5	4
Thread	—	50.0	1h	—	10[1]

$ 0.05 1. Copper pieces.

6.18 Camping gear

Equipment	W.	Vol.	P.T.	Enc.	Cost
Backpack, canvas	1.0	50	5h	1.0	30[1]
Backpack, leather	1.5	50	1d	1.5	4
Blanket, wool	2.0	10	1w	2.5	6
Fishing Net	1.5	7[7]	3d	3.0	5
Fishing Hook	—	—	2h	—	2[1]
Hammock	1.0	6[3]	5h	1.0	5
Line	—	10[4]	2h	—	5[1]
Mess Kit [6]	0.5	$	2d	0.8	13
Sleeping Furs	4.0	20[5]	1w	6.0	25
Tent, canvas	8.0[2]	4[2]	1d[2]	12.0[2]	10[2]
Tent, leather	15.0[2]	8[2]	2d[2]	18.0[2]	30[2]

$ 1.5
1. Copper pieces.
2. Per 2 persons.
3. 2.5m X 1.2m.
4. Meters.
5. 2m X 2m.
6. Fork, spoon, knife, bowl, plate.
7. Square meters.

6.19 Fire'n lighting

Equipment	W.	Vol.	P.T.	Enc.	Cost
Candle, tallow (1h)	$	0.1[2]	1h	0.1	1[1]
Candle, wax (2h)	$	0.1[2]	1h	0.1	2[1]
Flint & Steel [3]	0.3	0.1	1h	0.3	5[1]
Lamp, oil, filled	0.5	0.5	2d	0.5	1
Lantern, candle	1.0	2.0	2d	2.0	10
Lantern, oil	1.5	2.0	4d	2.0	18
Oil (12h)	0.5	0.5		0.5	5[1]
Tinderbox [4]	0.2	0.1	5h	0.2	2
Torch	0.5	0.5[2]	1h	1.0	3[1]

$ 50 g.
1. Copper pieces
2. Meters.
3. Starts fire in about 3 minutes.
4. Starts fire in about 2 minutes.

6.20 Writing materials

Item	W.	L.[6]	P.T.	Enc.	Cost
Book 50 pages	0.50	20[2]	2d	1.0	45
Brush	0.10	15	4h	0.1	5[1]
Chalk	0.05	10	2h	0.1	[1]
Ink & Pot	0.20	1[3]	—	0.3	5[1]
Quill Pen	0.10	15	2h	0.1	3[1]
Seal	0.10	10	1d	0.1	8
Sealing Ribbon	0.05	$	5h	0.1	2
Sealing Wax	0.05	@	2h	0.1	2
Sheet, paper	0.02	40[4]	1d	0.1	3[1]
Sheet, parchment	0.03	40[4]	1d	0.1[7]	5[1]
Sheet, vellum	0.02	40[4]	1w	0.1	8[1]
Stylus	0.05	15	2h	0.1[8]	5[1]
Writing Tablet, slate	1.00	20[5]		1.0	10[1]
Writing Tablet, wax	1.00	20[5]	5h	1.0	1

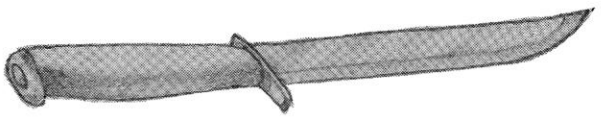
$ 10 uses.
@ 5 uses.
1. Copper pieces.
2. 15 cm broad.
3. dl.
4. 30 cm broad.
5. 20 cm broad.
6. In cm.
7. Per 10.
8. Per 5.

6.21 Furniture

Item	W.	L.	P.T.	Enc.	Cost
Brazier, bronze	1.0	0.2	1d	1	7
Brazier, iron	1.0	0.2	1d	1	5
Brazier, bronze [2]	10.0	0.5	3d	15	60
Brazier, iron [2]	10.0	0.5	3d	15	40
Bed	35	@	2d	—	15
Bench (3 seat)	10	$	1d	—	2
Chair	5	‡	1d	—	1
Cushion	0.5	0.5[1]	1d	1	3
Table	20	§	1d	—	3

@ Close to the size of a bed.
$ About as long as 3 persons.
‡ About the size of a chair.
§ A bit larger than a small table.

1. 0.3m broad.
2. Tripod.



6.22 Containers

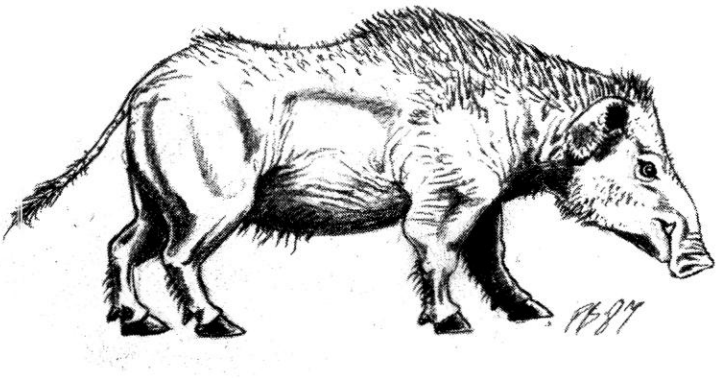
Container	W.	Vol.	P.T.	Enc.	Cost
Amphora	18.0	60.0	2w	25.0	10
Bottle, glass	0.5	0.5	2h	1.0	4
Bottle, glass	1.0	1.0	2h	2.0	6
Bucket, canvas	1.5	20.0	5h	2.0	3
Bucket, leather	2.0	20.0	5h	2.5	5
Bucket, metal	2.5	10.0	1d	4.0	9
Bucket, wood	2.0	10.0	1d	4.0	15[1]
Canteen	0.2	1.0	1d	0.5	1
Cask	10.0	100.0	1d	20.0	5
Cask	20.0	200.0	1d	40.0	12
Jar, glass	0.5	0.5	2h	1.0	3
Jar, glass	1.5	1.0	2h	2.0	8
Jar, glass	6.0	5.0	2h	8.0	30
Jar, pottery	0.5	0.5	1w	1.0	5[1]
Jar, pottery	1.0	1.0	1w	1.5	10[1]
Jar, pottery	4.0	5.0	1w	6.0	2
Sack, canvas	2.0	50.0	2h	2.5[2]	8[1]
Sack, canvas	4.0	100.0	2h	5.0[2]	15[1]
Sack, cloth	1.0	50.0	1h	1.5[2]	5[1]
Sack, cloth	2.0	100.0	1h	3.0[2]	10[1]
Vial, glass	@	@	2h	0.1	2
Vial, glass	$	$	2h	0.5	3
Vial, pottery	@	@	4d	0.1	5[1]
Vial, pottery	$	$	4d	0.5	1
Vial, silver	@	@	1d	0.1	7
Vial, silver	$	$	1d	0.5	27
Vial, tin	@	@	1d	0.1	1
Vial, tin	$	$	1d	0.5	30[1]
Waterskin	0.5	5.0	2d	1.0	2

@ 50 g / 5 dl
$ 250 g / 2.5 dl
1. Copper pieces
2. The contents has its normal enc.

6.23 Kitchen utensils

Object	W.	L.[1]	P.T.	Enc.	Cost
Bowl, gold [5]	0.8	25	1d	0.8	900
Bowl, pewter	0.3	25	1d	0.5	2
Bowl, pottery	0.4	25	3d	0.5	10[4]
Bowl, silver [5]	0.8	25	1d	0.8	80
Bowl, wood	0.2	25	1d	0.3	8[4]
Drinking Horn	0.2	5[2]	1d	0.5	3
Fork, gold [6]	$	20	5h	0.1	65
Fork, pewter	$	20	5h	0.1	6[4]
Fork, silver [6]	$	20	5h	0.1	5
Goblet, crystal	0.1	2[2]	1d	0.2	160
Goblet, glass	0.1	2[2]	1d	0.2	2
Goblet, gold [5]	@	2[2]	1d	0.3	200
Goblet, silver [5]	@	2[2]	1d	0.3	18
Iron Pan	1.0	15[3]	1d	1.5	2
Iron Pan	2.5	30[3]	1d	3.0	5
Iron Pot	1.0	10[2]	1d	2.0	2
Iron Pot	3.0	30[2]	1d	6.0	3
Iron Pot	6.0	60[2]	1d	12.0	6
Knife, gold [6]	$	20	5h	0.1	60
Knife, pewter	$	20	5h	0.1	6[4]
Knife, silver [6]	$	20	5h	0.1	5
Mug, pewter	0.2	3[2]	1d	0.5	2
Mug, pottery	0.3	3[2]	3d	0.4	10[4]
Mug, wood	0.2	3[2]	1d	0.3	7[4]
Platter, gold [5]	0.5	25	1d	0.5	600
Platter, pewter	0.2	25	1d	0.4	1
Platter, pottery	0.3	25	3d	0.4	10[4]
Platter, silver [5]	0.5	25	1d	0.5	50
Platter, wood	0.1	25	5h	0.2	5[4]
Spoon, gold [6]	$	20	5h	0.1	60
Spoon, pewter	$	20	5h	0.1	6[4]
Spoon, silver [6]	$	20	5h	0.1	5

$ 50 g.
@ 150 g.
1. In cm.
2. Volume in dl.
3. Diameter.
4. Copper pieces.
5. Plated.
6. Alloy.



6.24 Live animals

Animal	Cost	Animal	Cost
Bull	90	Pig	5
Cow	25	Pony	30
Dog	4	Riding Horse	70
Donkey	25	Sheep	2
Draft Horse	45	Warhorse, light	150
Mule	45	Warhorse, heavy	250

6.25 Food (shop and market prices)

Food	Cost[1]	Food	Cost[1]
Ale	2	Ham	6
Bacon	3	Honey	6
Beef	3	Lamb	9
Beef, salted	7	Lard	1
Beer	2	Mead	3
Berries [3]	1	Milk	2
Black Bread	2	Mutton	3
Boar	16	Oil, cooking	0.2-2
Brandy	12	Oil, olive	4
Butter	2	Pepper	90[2]
Butter, salted	4	Pork	3
Cheese	2	Pork, salted	5
Chicken [6]	4	Salt, rock	9
Cider	1	Salt, sea	4
Duck [7]	6	Smoked Sausages	6
Eggs (6) [5]	1	Steak	5
Fish	1	Sugar	14
Fish, dried	2	Veal	6
Fish, salted	2	Vegetables [4]	0.2-1
Flour	1	Venison	18
Fruit [3]	1-2	Waybread	6
Gamebirds	4	White Loaf [5]	2
Goose [8]	20	Whole Wheat Loaf [5]	1
Grain	0.5	Wine	5

1. Copper pieces per kg or liter for liquids.
2. Silver pieces.
3. 150% if dried.
4. 50% if dried.
5. 0.5 kg.
6. 2.5 kg.
7. 3 kg.
8. 8 kg.

6.26 Services

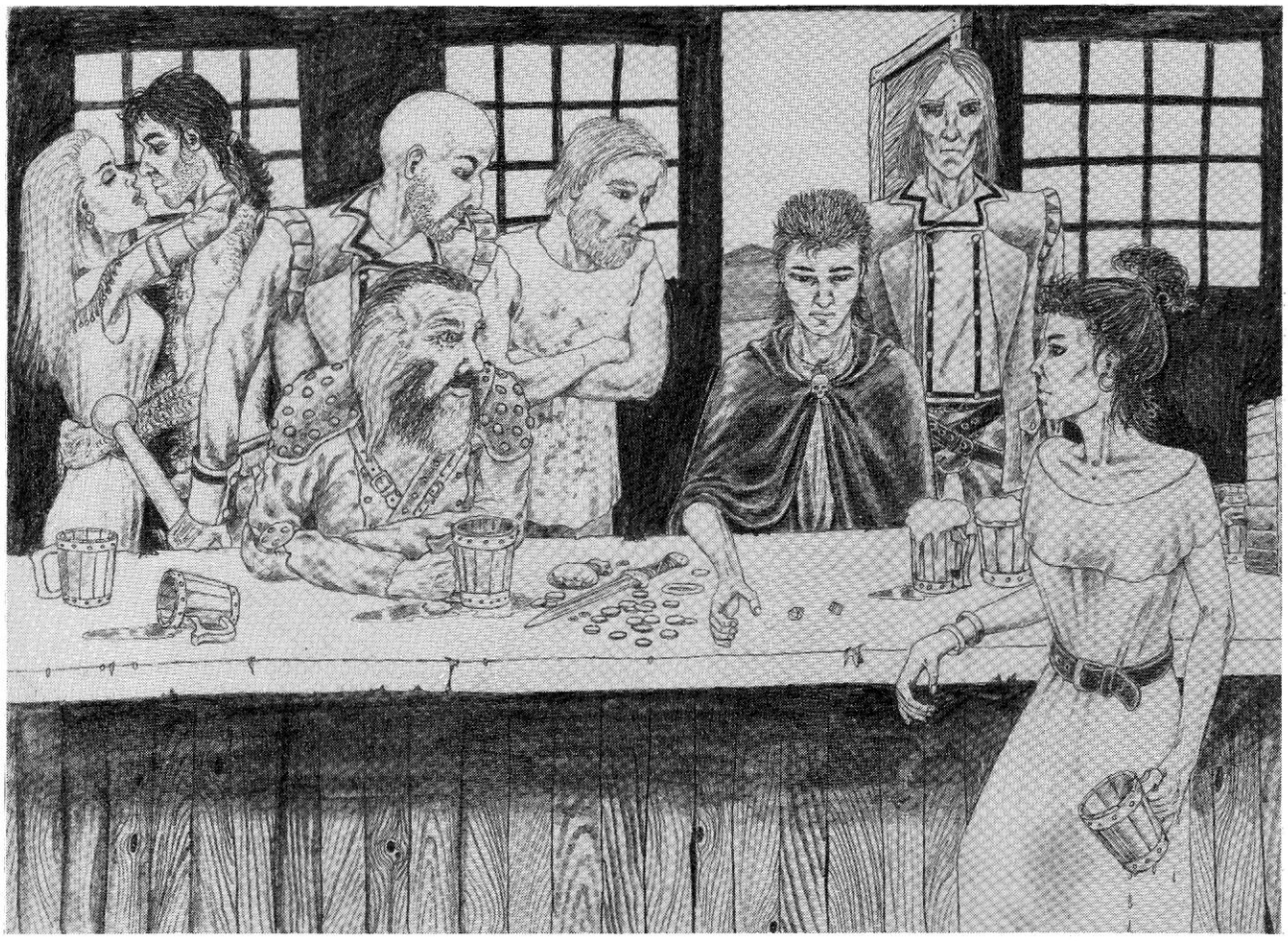
Service	Cost
Coach service	10 cp + 1 cp/km
Ship passage	50 cp + 1 cp/10km
Getting horse shoed	9
Haircut	10[1]
Prostitute	3
Bordello	5
Night at bordello	20

1. Copper pieces.

6.27 Staying at the inn

Service	Cost[1]	Service	Cost[1]
Ale	2[3]	Cheap stew & bread	3
Beer	2[3]	Good stew & bread	6
Brandy	3[4]	Joint of meat	7
Mead	3[3]	Good meal	15
Wine	5[3]	Fine meal	1[2]
Poor room (several)	4	Banquet meal	3[2]
Average room (2-3)	15	Stable pony/donkey	5
Good room (single)	3[2]	Stable horse	7

1. Copper pieces. 2. Silver pieces. 3. 1/2 l. 4. 1 dl.



6.28 Monthly income

Occupation	Appr.	Worker	Master	Freehld.
Armorer	15	60	180	
Baker	8	30		100
Barber[1]	9	35		80
Blacksmith	9	35		100
Butcher	9	35		80
Cabinetmaker	10	42	170	
Carpenter	10	42	150	
Cook	8	30	100	
Farmer				100
Forester	6	28	150	
Foundryman	8	30	250	
Fisherman	6	25	100	50
Glassblower	10	43	250	
Goldsmith	13	50	250	
Greengrocer				40
Innkeeper/Worker[1]	6	25		150
Jewelcutter	13	45	230	
Mason	12	45	150	
Merchant	9	35	300	
Miner	9	35	100	
Moneylender	9	35	250	
Ostler	6	27		
Ropemaker	8	30	150	80
Sailor	9	35	50	
Scholar	13	55	200	
Scribe	15	75	250	
Servant	6	25		
Silversmith	10	43	220	
Shipbuilder	10	42	300	100
Shoemaker	8	30		60
Solicitor	15	90	400	
Tailor	8	30	180	
Tanner	8	30	100	60
Teamster[1]	9	35		
Weaver	8	30	100	40

1. In addition to tips.

6.29 Monthly income for mercenaries[1]

Occupation	Men-at-Arms	Sergeant	Lieutenant
Archer	4	8	15
Artillerist	4	8	15
Crossbowman	3	6	15
Cavalerist	5	10	20
Horse Archer	6	10	20
Infanterist	3	6	15
Slinger	2	6	15

1. In addition to room and board.

6.30 Living expences

Commodity	Cost	Commodity	Cost
Room	3[1]	Food for a day	6[2]
Room & board	11[1]	Food	10[1]
Apartment	10[1]	Grain	5[3]
House	20[1]	Hay	4[3]

1. Monthly. 2. Copper pieces. 3. Copper pieces per 10 kg.

Apprentices will usually be provided room and board by their master at the cost of about 8 silver pieces per month. Some, like servants and inn-workers, will get this cheaper. Those working with food in their profession such as bakers, butchers and cooks will eat at work where food will be almost free.

Workers and masters must usually provide their own homes. They will usually have families which they have to support. In most places these groups will have to donate a certain amount of their income to their temples and/or guilds.

People owning their own houses will have to pay for repairs and perhaps ''security''.

7 MOVEMENT

This chapter is a vital tool for any GM. It deals with the characters movement on foot, on horseback, by chariot and by wagon.

7.1 Terrain and movement

Whenever characters are traveling, use table 7.1 Terrain and Movement. The rows are the different types of movements (with trail and roads) and the columns are the different terrain types. By cross-referencing these, you find how many kilometers the character will travel per day. There are two numbers, the last one for muddy terrains after it has rained a lot.

On the bottom of the table, you will find how much the fatigue is increased when traveling one day for each of the movement types. Remember that the BFI is counted in tenths of the fatigue and that a BFI of 25 is really 2.5. The fatigue increase is proportional to the distance traveled so that traveling twice as far doubles the fatigue increase.

When riding, half of the riding skill (up to 20 in skill) is subtracted from the BFI of the rider.

The fatigue is decreased at the rate of Endurance per day. This makes it impossible for a normal person to travel twice the distance for a longer period.

Horses will have a fatigue increase as they are walking. The encumbrance of the rider counts on its BFI. It is seldom necessary to calculate a horse's fatigue increase as they don't perform any skills after a day of marching. If the rider pushes the horse for a longer period, it is recommended to find the increasement.

7.1 Movement

Conveyance	Plains	Rough	Hills	Mountains	Woodlands	Forest	Jungle	Swamps
Walking	30 / 25	25 / 20	25 / 20	15 / 12	25 / 20	20 / 17	10 / 7	10
w/trail	30 / 25	30 / 25	25 / 20	20 / 17	30 / 25	30 / 27	25 / 17	15
w/road	35 / 30	35 / 30	30 / 25	25 / 22	35 / 30	35 / 30	35 / 30	—
Riding	55 / 50	45 / 40	50 / 45	15 / 10	40 / 35	20 / 17	5 / 3	5
w/trail	60 / 55	60 / 55	55 / 50	25 / 20	50 / 45	40 / 37	30 / 27	10
w/road	60 / 55	60 / 55	55 / 50	50 / 45	60 / 55	60 / 55	60 / 55	—
Chariot	40 / 25	25 / 10	35 / 20	5 / 3	15 / 5	2 / 1	20[1] / 10[1]	50[1]
w/road	55 / 45	55 / 45	50 / 40	45 / 35	55 / 45	55 / 45	55 / 45	—
Wagon	25 / 10	15 / 5	20 / 5	2 / 1	5 / 2	1 /	10[1] / 5[1]	10[1]
w/road	40 / 25	40 / 25	35 / 20	30 / 20	40 / 25	40 / 25	40 / 25	—

Walking: BFI x 3 Riding: BFI x 5 Chariot: BFI x 3 Wagon: BFI

1. This distance is in meters.

7.1.1 Groups and movement

When a group of people travel together, the distance traveled will be less than indicated by table 7.1 Movement. Five to ten characters will travel almost as far as indicated by the table, while an army of a hundred will travel only about two thirds of the distance. This will depend upon the terrain and organization. Rugged terrain will slow a group more than plains.

7.2 Roads

The roads in table 7.1 Movement, are unpaved. Paved roads differ only in that it makes no difference to the distance travelled per day wether they are wet or dry.

7.3 Special optional rules

The following optional rules are included for human sized humanoids. All the divisions are per full of the denominator.

7.3.1 Running

How many meters a character can run per 10 seconds is determined in the same way as the potential in skills. Certain attributes will make out this value as follows: Coordination/2 + Height/10 — 2xWeight/ Strength + Willpower/2 + 45. This is the basis for the characters running speed. Add 2d4 (open ended as "s"-dice) to this value, and you will find the number of meters the character will run per 10 seconds. Fatigue

A day's march

One day, Taya and Orto ride across some rough hills. They ride in the open with no trails or roads. The ground is dry and they get 50 km on this day.

When they camp in the evening, they are attacked by some goblins. It is now important to find how much they have increased in fatigue as this affects their Status. They get the BFI minus half the riding skill times five. The BFI does not include the encumberance as their equipment and weapons are carried by the horses.

Taya has a BFI of 19 and a riding skill of 14 which gives a fatigue increase of 6 whole fatigue points.

Orto has a BFI of 15 and a riding skill of 16 and his fatigue is increased by 3.5.

increase is at the rate of five times BFI (Basic Fatigue Increase) per 30 seconds of running.

7.3.2 Jumping

Jumping is included in this chapter as it involves movement. How far a character can jump is determined as follows: Coordination/2 + Height/10 — 3xWeight/Strength + 30. The base value found is the number of decimeters the character can jump. Add 2d4 (open ended as "s"-dice) to this value, and you will find how far the character actually jumped. If the jump is made without a preliminary run, divide the result by two.

8 POISONS AND DISEASES

Poisons and diseases are just two of the many disasters that can occur in a character's life. They have a common denominator in that they both rely on the Health attribute and therefore poisons and diseases get a separate chapter.

8.1 Poisons

Table 8.1 Poisons presents some different types of poisons and their characteristics. The column, "Dose", shows the amount that constitutes "dose 1" for a specific poison. A "dose 2" would be twice as much, a "dose 3" would be three times as much etc. The number of doses injected in a creature is cross-referred with the creatures weight in table 8.2 Poison lethal levels. The result is the difficulty level for a Health roll. Example: A character is poisoned with 10mg of a poison. Dose 1 for the poison is 3mg. He therefore gets three doses of the poison. If this Health roll is below the lethal level, the creature dies. If the Health roll is successfull but less than the lethal level plus ten, the poisoned creature will suffer the side effects. In table 8.1 poisons, the "Effect time" indicates how long it takes for the poison to take effect, both regarding death and side effects.

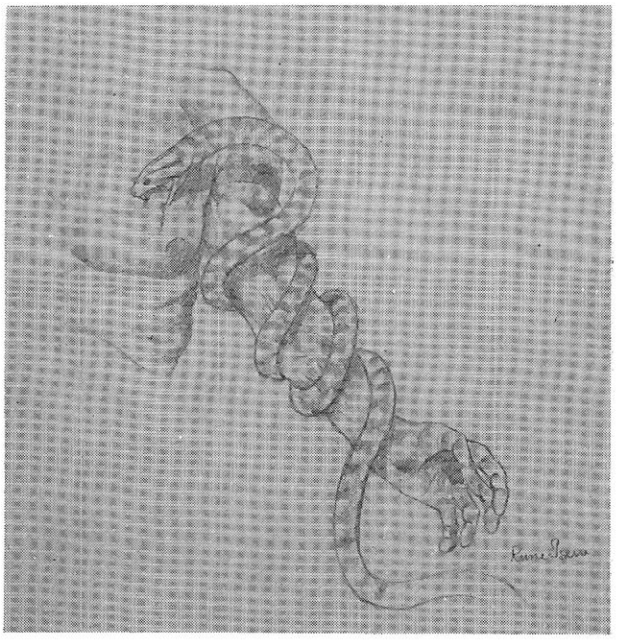
8.1.1 Poison lore

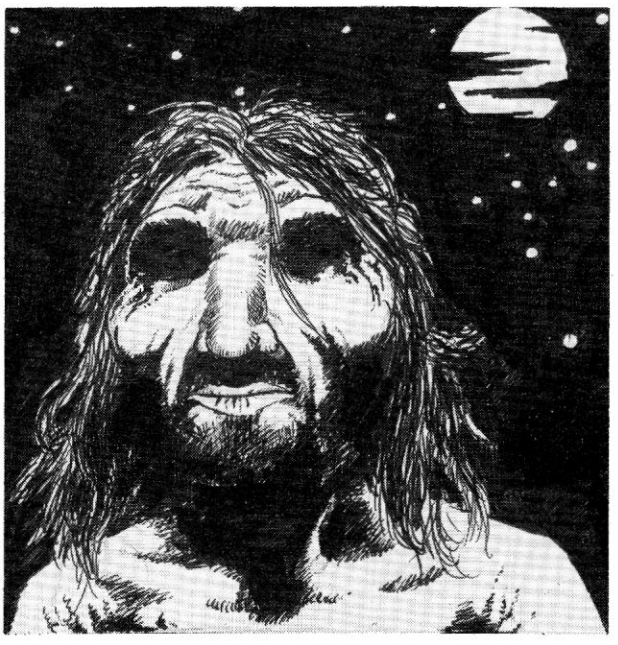
A poisoned creature may be treated with the skill of poison lore. Half of the skill is subtracted from the difficulty level of the poison if the treatment is done before the effect time. One per full five is subtracted if the treatment is done during the effect time. Other methods could be useful such as chopping off the poisoned limb before the poison is spread in the body. This would reduce the difficulty level although it has nothing to do with the poison lore skill.

8.1 Poisons

Poison	Dose	Effect time[4]	Effects
Arsenic	75[2]	1/2-1 hour	Garlic breath, burning pain in gullet and stomach, diarrhoea, vomiting.
Belladonna	1200[2]	1/2 hour	Large pupils, dry mouth, restless, confused, paralysis.
Black mamba[1]	15[3]	1/2 hour	Numb, weak, hallucinations, can not talk after 5-10 hours, death due to breathing problems and heart failure.
Black throat cobra	100[3]	1 hour	Numb, weak, hallucinations, can not talk after 5-10 hours, death due to breathing problems and heart failure.
Curare	25[3]	1 minute	Paralysis and death due to breathing problems and heart failure.
Giant spider	100[3]	10 minutes	Pain from the bite, nausea, vomiting, spasms, may result in coma. Sometimes a recovery occurs after one day with a severe relapse after another day.

1. Bite injects 150mg. 2. Eaten. 3. Injected. 4. When lethal level is 20.





8.2 Lethal levels

W. \ D.	.1	.25	.5	1	2	3	4	5	6	7	8	9	10	15	20	25	30	35	40	45	50	60	70	80	100
1	27	30	32	34	37	38	39	40	40	41	41	41	42	43	44	45	45	46	46	47	47	47	48	48	49
2	25	28	30	32	34	36	37	37	38	38	39	39	40	41	42	43	43	44	44	44	45	45	46	46	47
3	24	27	29	31	33	34	35	36	37	37	38	38	38	40	41	41	42	42	43	43	43	44	44	45	46
4	23	26	28	30	32	34	34	35	36	36	37	37	37	39	40	40	41	41	42	42	43	43	44	44	45
5	22	25	27	29	32	33	34	34	35	36	36	36	37	38	39	40	40	41	41	41	42	42	43	43	44
6	21	24	27	29	31	32	33	34	34	35	35	36	36	37	38	39	40	40	41	41	41	42	42	43	43
7	21	24	26	28	30	32	33	33	34	34	35	35	36	37	38	39	39	40	40	40	41	41	42	42	43
8	21	23	26	28	30	31	32	33	34	34	34	35	35	36	37	38	39	39	40	40	40	41	41	42	43
9	20	23	25	27	30	31	32	33	33	34	34	34	35	36	37	38	38	39	39	40	40	41	41	41	42
10	20	23	25	27	29	31	32	32	33	33	34	34	34	36	37	37	38	38	39	39	40	40	41	41	42
11	19	22	25	27	29	30	31	32	33	33	33	34	34	35	36	37	38	38	39	39	39	40	40	41	41
12	19	22	24	27	29	30	31	32	32	33	33	34	34	35	36	37	37	38	38	39	39	40	40	41	41
13	19	22	24	26	28	30	31	31	32	32	33	33	34	35	36	37	37	38	38	38	39	39	40	40	41
14	19	22	24	26	28	30	30	31	32	32	33	33	33	35	36	36	37	37	38	38	39	39	40	40	41
15	19	21	24	26	28	29	30	31	32	32	32	33	33	34	35	36	37	37	38	38	38	39	39	40	41
16	18	21	23	26	28	29	30	31	31	32	32	33	33	34	35	36	36	37	37	38	38	39	39	40	40
17	18	21	23	25	28	29	30	31	31	32	32	32	33	34	35	36	36	37	37	38	38	38	39	39	40
18	18	21	23	25	27	29	30	30	31	31	32	32	33	34	35	36	36	37	37	37	38	38	39	39	40
19	18	21	23	25	27	29	29	30	31	31	32	32	32	34	35	35	36	36	37	37	38	38	39	39	40
20	18	21	23	25	27	28	29	30	31	31	32	32	32	34	34	35	36	36	37	37	37	38	38	39	40
25	17	20	22	24	26	28	29	29	30	30	31	31	32	33	34	34	35	36	36	36	37	37	38	38	39
30	16	19	21	24	26	27	28	29	29	30	30	31	31	32	33	34	34	35	35	36	36	37	37	38	38
35	16	19	21	23	25	27	28	28	29	29	30	30	30	32	33	33	34	34	35	35	36	36	37	37	38
40	15	18	21	23	25	26	27	28	28	29	29	30	30	31	32	33	34	34	34	35	35	36	36	37	37
45	15	18	20	22	25	26	27	27	28	29	29	29	30	31	32	33	33	34	34	34	35	35	36	36	37
50	15	18	20	22	24	25	26	27	28	28	29	29	29	31	32	32	33	33	34	34	34	35	36	36	37
55	14	17	19	22	24	25	26	27	27	28	28	29	29	30	31	32	33	33	33	34	34	35	35	36	36
60	14	17	19	21	24	25	26	27	27	28	28	28	29	30	31	32	32	33	33	34	34	34	35	35	36
65	14	17	19	21	23	25	26	26	27	27	28	28	28	30	31	31	32	32	33	33	34	34	35	35	36
70	14	17	19	21	23	24	25	26	27	27	28	28	28	30	30	31	32	32	33	33	33	34	34	35	36
75	13	16	19	21	23	24	25	26	26	27	27	28	28	29	30	31	32	32	32	33	33	34	34	35	35
80	13	16	18	21	23	24	25	26	26	27	27	28	28	29	30	31	31	32	32	33	33	34	34	34	35
90	13	16	18	20	22	24	25	25	26	26	27	27	27	29	30	30	31	31	32	32	33	33	34	34	35
100	12	15	18	20	22	23	24	25	25	26	26	27	27	28	29	30	31	31	32	32	32	33	33	34	34
110	12	15	17	19	22	23	24	25	25	26	26	26	27	28	29	30	30	31	31	32	32	33	33	33	34
120	12	15	17	19	21	23	24	24	25	25	26	26	27	28	29	29	30	31	31	31	32	32	33	33	34
130	12	15	17	19	21	22	23	24	25	25	26	26	26	28	28	29	30	30	31	31	31	32	32	33	34
140	11	14	17	19	21	22	23	24	24	25	25	26	26	27	28	29	30	30	30	31	31	32	32	33	33
150	11	14	16	19	21	22	23	24	24	25	25	25	26	27	28	29	29	30	30	31	31	32	32	32	33
160	11	14	16	18	21	22	23	23	24	24	25	25	26	27	28	29	29	30	30	30	31	31	32	32	33
170	11	14	16	18	20	22	23	23	24	24	25	25	25	27	28	28	29	29	30	30	31	31	32	32	33
180	11	14	16	18	20	21	22	23	24	24	25	25	25	27	27	28	29	29	30	30	30	31	31	32	33
190	10	13	16	18	20	21	22	23	23	24	24	25	25	26	27	28	29	29	29	30	30	31	31	32	32
200	10	13	15	18	20	21	22	23	23	24	24	25	25	26	27	28	28	29	29	30	30	31	31	32	32
250	10	12	15	17	19	20	21	22	23	23	23	24	24	25	26	27	28	28	29	29	29	30	30	31	32
300	9	12	14	16	19	20	21	21	22	22	23	23	24	25	26	27	27	28	28	28	29	29	30	30	31
400	8	11	13	15	18	19	20	21	21	22	22	22	23	24	25	26	26	27	27	28	28	28	29	29	30
500	7	10	12	15	17	18	19	20	20	21	21	22	22	23	24	25	25	26	26	27	27	28	28	29	29
600	7	10	12	14	16	18	19	19	20	20	21	21	21	23	24	24	25	25	26	26	27	27	28	28	29
700	6	9	11	14	16	17	18	19	19	20	20	21	21	22	23	24	24	25	25	26	26	27	27	28	28
800	6	9	11	13	15	17	18	18	19	19	20	20	21	22	23	23	24	24	25	25	26	26	27	27	28
900	5	8	11	13	15	16	17	18	19	19	19	20	20	21	22	23	24	24	25	25	25	26	26	27	27
1000	5	8	10	12	15	16	17	18	18	19	19	19	20	21	22	23	23	24	24	25	25	25	26	26	27
1100	5	8	10	12	14	16	17	17	18	18	19	19	19	21	22	22	23	23	24	24	25	25	26	26	27
1200	5	7	10	12	14	15	16	17	18	18	19	19	19	21	21	22	23	23	24	24	24	25	25	26	27
1300	4	7	9	12	14	15	16	17	17	18	18	19	19	20	21	22	22	23	23	24	24	25	25	26	26
1400	4	7	9	11	14	15	16	17	17	18	18	18	19	20	21	22	22	23	23	24	24	24	25	25	26
1500	4	7	9	11	13	15	16	16	17	17	18	18	19	20	21	21	22	22	23	23	24	24	25	25	26

8.2 Diseases

Table 8.3 Diseases presents descriptions of many diseases.

Whenever a character is exposed to a disease (condition shown under the heading "Contraction"), a Health roll is made to see if he or she is infected. Infection is avoided when the Health roll is equal to or above the contraction level.

When a character has contracted a disease, a new Health roll is made to see if he or she dies. If the Health roll is equal to or above the lethal level, the character recovers.

8.2.1 General treatment

If a character receives proper food and treatment, much rest, clean bedsheets and other helpful aids, the lethal level may be decreased by one or two and the recovery time may be decreased by up to 20%.

8.3 Diseases

Disease	Major carriers	Contraction	CL	Incubation time	Effects	LL	Death time	Recovery time	Treatment
Cholera	Humans	Close contact	20	2-3 days	Patient gets very ill, nausea	22	Up to 1 week	Up to 1 week	No special
Food poisoning	Spoiled food	Eating	30	1 day	Nausea, vomiting	5	1 week	3-4 days	Drinking much water reduces LL by 2 and recovery time by 1 day
Leprosy	Humans	Close contact	23	6-8 weeks	Limbs start to rot and eventually fall off	—		Permanent	No special
Malaria[1]	Mos-quitoes	Being in swamp area	15	1-4 weeks or more	Patient gets very ill with fever for 1 day	5-14	1 day	Permanent	Quinine temporarily cures the disease
Plague	Rats, humans	Bites, close contact	25	2-3 days	Patient gets very ill	24	Up to 1 week	Up to 1 week	No special
Rabies	Dogs, foxes	Bites	15	30-60[2] days	Patient gets very ill	100	1-3 weeks	1-3 weeks	None
Syphilis	Humans	Sexual intercourse	20	3 weeks 6 weeks	1. phase: A herpes simplex on the mouth 2. phase: Several herpes simplex 3. phase: Various insanities	—	Sometime during phase 3	Permanent	No special
Tetanus	Dirt, earth	Close contact	24	2 weeks	Cramps, strangulation	26	2 days	Up to 2 weeks	No special
Typhoid fever	Humans	Close contact	25	1 week	Nausea, dehydration	18	5 weeks	5 weeks	Drinking much water reduces LL by 3 and recovery time by up to 1 week
Lycan-thropy	Lycan-thropes	Bites	27	30 days	Turns into another creature (like the one who carried the disease) every full moon	0	When changing form	Permanent	Belladonna temporarily cures the disease
Vampir-ism	Vampires	3 bites	50	1 hour	Turns into a vampire	5	3-4 days	Permanent	None

1. There are four main species of malaria. The death level depends upon the type. Patients who survive a malaria attack develop a relative immunity to that form of malaria (-5 to future contraction levels). This wears off allowing organisms hidden in the blood to cause new attacks months or years later.
2. Incubation time is 30 days for face bites and 60 days for leg bites.

9 MAGIC

9.1 Introduction

In a fantasy role playing game magic plays an important part. It makes the special feelings of mysticism and introduces a new range of possibilities into life. With magic one can create any world from ones imagination and that has no limits, only those put there by the GM. Thus it is essential that the magic system is so flexible that it doesn't put any artifical limits on the GM's creativity, that it doesn't restrain the GM from making the fantastic world he or she intended to. The GM should note that the rules for magic in this chapter are only guidelines and he or she could delete and insert any magical spells or rituals. The magic system is quite similar to the skill system. After all, magic is just other types of skills, supernatural or not.

9.2 History

The idea of magic has been with us since the origin of man, and most things above his understanding were called magic, from fire and electricity to telepathy and telekinesis. Through time we have had a number of different views on magic and a lot of different ways of dealing with magic have been taught.

From early history we encounter the view that the gods granted powers to some people they appointed as their spokesmen or women. These were often referred to as priests or priestesses and they had a very high social standing. They guided the people spiritually and so they were able to influence the societies often to a large degree. The powers they were given would make the priests able to perform magical rituals or spells to the benefit of the cult.

In many so called primitive religions we find the shaman, a person educated in the field of spirits. Often by exteriorizing from his body (also called astral traveling), communicating to other spirits and dealing with them, he could benefit from their aid. Socially the shaman were ususally ranked just below the head of the tribe.

In history magic has also been performed by magicians without the influence of any god or spirit. Wizards who can cast magic spells only with their knowledge and willpower are essential in many mythologies such as the Celtic. This type of magic has perhaps influenced the modern fantasy writers the most. Writers such as J.R.R. Tolkien, Tanith Lee and Robert E. Howard all have such powerful wizards draining their own power when casting spells.

Another type of magic commonly believed in during the middle ages was based upon knowledge only. The wizard, magican, warlock or witch did their magic from preset rituals without having to put their own powers behind it. There were many known formulas that resulted in certain effects.

All these types of magic are described further in this chapter.

9.3 Priest magic

In mythologies we frequently find deities intervening in the lives of mankind. This is mostly done through the prayers of the priests as a response to their sacrifices. As it is so common in history and also in some modern fantasy that magic is granted to the benefit of the priests, we have made a system that deals with this. The system is based on the discretion of the GM as he or she would have to make their own religions and roleplay the gods and goddesses when granting magic. Although we will give guidelines as to what magic may be given and the value of sacrifices, it is in the end the GM that makes the cults and decides the divine interventions.

9.3.1 Cult standing (CS) and miracles

A character will not be granted any divine interventions until he or she is initiated. The requirements for getting initiated will vary with the cult but it does mean that the character has served the cult for some years and that he or she intends to devote his or her life to the cult, whatever that would mean in practice. An initiate would of course attend the ceremonies and be available to the cult whenever his or her aid is asked for. Other duties of an initiate will depend upon the type of cult.

When a character becomes initiated, he or she is within the attention of the deity. This means that the person may ask for divine intervention depending upon the persons cult standing. For game purposes the cult standing is denoted by a number kept by the GM and held secret to any player. When initiated, the cult standing usually begins at 0, but this will depend upon his or her earlier record within the cult. This will later change due to actions done by the initiated. Anything done to the benefit of the deity will raise the cult standing. Anything done that harms the deity in any way will lower the cult standing. Whenever an initiate prays to his or her deity for its aid, the cult standing is lowered whether the aid is given or not. If the miracle is not granted, the cult standing is lowered by half the cost of the miracle. This is because the deities valuable attention is drawn towards the prayer.

Every miracle from the small "reduce fatigue" to the great "resurrection" has a rating that indicates how much it lowers the cult standing when it is granted. When a gods aid is called for, the GM rolls 2d10 and adds the cult standing of the initiate to see if the divine intervention is given. If the result is higher than five times the cost of the miracle, it is granted. Example: An initiate with a cult standing of 10 prays for a miracle that costs 5. The GM rolls 2d10 resulting in 16 and adds it to the initiates cult standing of 10 giving a total of 26. The difficulty level is five times the cost of the miracle, 25, and so the miracle was granted.

The miracle cost should be adjusted for the situation. The cost of the miracles in the two examples shown later are when they are needed, in a "critical" situation (as decided by the deity). The GM should increase the costs when the deity does not feel that the situation is "critical" such as miracles not directly aiding the deity or cult. The cost would likewise be increased when the miracles are prayed for in places where the deity cannot easily reach. Examples of this would be: The sun goddess would only grant a light miracle at double cost in darkness, no other miracles will be granted. The earth god would double the cost of his miracles when

worshippers are praying from an island or from the top of a high mountain. The goddess of animals would usually not grant miracles indoors, and if she did, the miracle cost would be at least doubled. The water goddess can not grant miracles in a desert or other places where there is no water. The god of winter would, for instance, not grant miracles when the temperature is above 10°C and the cost would be doubled between 0°C and 10°C. The GM would have to use discretion when deciding the cost of miracles as there are no strict rules to follow since all the miracles are granted by a deity and are a result of its personality. Unspecified prayers such as "please help us" must be dealt with by the GM through roleplaying the deity. The difficulty level may be adjusted if the prayer is rude or very appealing to the god. There should in any case be no set number or set pattern for miracles. The miracles in the examples shown later are only guidelines on how much certain types of miracles cost.

The initiate does not suffer fatigue increase from being granted miracles.

Different deities will have different costs for different miracles and two examples of this are given later in this chapter. There will generally be no miracles costing less than 3 in cult standing and these are minor in effects (lowering the fatigue, bring good luck, the granting of an animal to hunt etc.).

In any case, the god will only grant magic that he has any control of. A sea god will certainly not grant any of his followers fire. The cost of magic not directly pertaining to the gods sphere of control will have a higher cost. Gods with lesser powers such as demons and demigods will generally have a higher cost to all their miracles as it requires more from a lesser god to grant it.

Even though the cost of miracles is high in lesser cults, the cults have some advantages such as closer contact with the deity. Since the attention of the god is divided among less followers, more special help may be granted, especially to the "please help me" prayers. It is also easier to make a career in a small cult so as to reach the status of high priest or the like. As a high priest one could expect even greater attention from the god.

The cult standing may be negative. Low cult standing may result in degradation or exclusion temporarily or even permanently in the cult. A very low cult standing (—20 or less) may result in a rather unpleasant divine intervention, even without having tried for a miracle.

9.3.2 Patience level (PL)

There is a difference in how much gods, demigods and demons will tolerate their worshippers. Some gods may have a high tolerance to their followers prayers while some demons have a very low tolerance to it. This introduces the idea of a patience level. The patience level is a number from 0 and up and indicates the deity's tolerance. When praying for a miracle the GM rolls 2d10 and adds the CS of the character. If the roll is below the difficulty level for the miracle (5 times the cost) minus the patience level of the deity, the tolerance is exeeded.

Example: A character with a CS of 12 prays for a miracle costing 6 in CS (difficulty level 30). The deity has a patience level of 10. Thus, if the GM gets a result of anything less than 30—10 = 20 on the 12 + 2d10, the tolerance is exceeded and nasty effects might occur.

The usual effect resulting from an exceeded PL is that an additional cost in CS is paid. This will depend on the deity and the result. Other effects like lowering of attributes (temporary or permanent), physical punishment or other products of the GM's fiendish imagination could occur. Keep the personality of the deity in mind when deciding punishments.

9.3.3 Raising the cult standing

The cult standing is raised due to actions done for the benefit of the deity such as sacrifices, working hard for the cult, adhering strictly to its moral codes or even making special quests for the cult. What is appreciated by the god and how much it raises the cult standing depends entirely upon the deity. The examples shown later in this chapter will illustrate what is appreciated by some gods and how remunerating it may be.

Just to give some idea of how much is high in cult standing, it could be roughly compared to current skills, so 40-50 would be extreme. Really powerful heroes within a cult could have a lot more than 100. Promotion within the ranks of a cult to a priest, high priest or other special ranks in the various cults may occur as the cult standing rises. The requirements for becoming a priest in a cult will vary a great deal but generally it is required to have a minimum cult standing (perhaps 20 or more), a trusted long serving initiate and most important: the initiate would have to be accepted by the other priests. Bribing might help here. The initiate would also have to possess a great deal of knowledge about the cult and its ceremonies. This could be illustrated by introducing a new knowledge skill like "Arath lore". A current of 10-15 or more would usually be a requirement.

9.1 Deeds

CS	Deed	CS	Deed
+1	Good deed	-1	Minor offence
+3	Very good deed	-5	Offence
+5	Great deed	-20	Major offence
+10	Fantastic deed		

We have included two quite different deities and their cults as examples of how they can be set up.

9.3.4 Isheena Fiall, queen of animals

Description: Isheena Fiall is the goddess of animals, their creator, protector and hunter. She is the supreme commander of all animals from elephants down to small bugs. Thus she grants life and takes life from animals as she wants. They are her pets, minions and puppets. They are respected but inferior. She decides who are allowed to hunt and kill animals. Those hunting for sport are punished while those who hunt for their living are very much respected as worshippers. She is the master hunter herself. She usually dresses in green.

Sphere of control: Animals.

Holy days: Primary holy day is the first day of spring. Secondary holy days are the first day of each month during spring, summer and autumn.

Holy grounds: Animal lairs or former animal lairs. All sacrifices must be made on holy ground.

Cult spreading: Worshippers are hunters and animal friends.

Cult organization: Tribal cult organization is on a local basis only. There is no supreme high priest, only local high priests leading all cult ceremonies and rituals. Initiates are respected as hunters and animal protectors.

Patience level: 20

Initiate
Requirements: Having a nicely treated pet, an animal lore of about 10, Isheena Fiall lore of about 5 and having served the cult for 5 years.
Benefits: Cult standing (usually 0) and inexpensive training in hunting skills.

Chief hunter
Requirements: Being an initiate and killing the present chief hunter in a duel. (Does not lower the CS).
Benefits: Local commander of hunting.

Priest
Requirements: Being an initiate, current animal lore of about 20, Isheena Fiall lore of about 15, a cult standing of about 20 and acceptance from the high priest.
Benefits: High status as spiritual adviser and leader of local ceremonies and initiates.

High priest
Requirements: Being a priest and killing the present high priest in a duel. (Does not lower the CS).
Benefits: Local commander of the cult, ceremonies and priests, in addition to being the leading spiritual adviser.

9.2 Isheena Fiall deeds

CS	Deed
+1	Converting 10 persons to the cult.
+1	Rescuing a tribe of animals from extinction.
+2	Rescuing animals of a race threatened by extinction.
+3	Killing a large scale animal slaughterer.
-1	Killing an animal without need.
-1	Show disrespect for the cult.
-5	Killing an animal of a race threatened by extinction without need.
-5	Killing an initiate of the cult.
-15	Killing a priest of the cult.
-30	Intentionally burning down a forest.

9.3 Isheena Fiall miracles

CS	Miracle	CS	Miracle
3	Tracking	7	General healing
4	Summon prey	7	Summon small animals
4	Stealth	8	Summon large animal
4	Guide through forest	9	Light
4	Regain fatigue	10	Grant familiar
5	Animal surehit	18	Resurrection
5	Animal healing		
7	General surehit		

Animal healing
This will multiply by ten the healing rate of a wound on an animal.

Animal surehit
Upon receiving this miracle the worshipper gets +50 to hit the next animal he or she tries to shoot.

Fatigue decrease
The worshipper will lose 20 in fatigue instantly.

General healing
This will multiply by ten the healing rate of any wound on any creature.

General surehit
Upon receiving this miracle the worshipper gets +30 to hit the next creature he or she tries to shoot.

Grant familiar
Upon receiving this miracle the goddess grants a familiar of her choice (usually suitable for the worshipper). The animal will appear within a time decided by Isheena, anything from 10 minutes to several days after the prayer. The familiar will be totally devoted to the worshipper for the rest of its life. The familiar can be commanded by a limited form of empathy/telepathy and will thus understand what the worshipper wants. Speaking the commands to the familiar could be helpful as the animal will note the tone of a voice. How far the empathy/telepathy link to the familiar is, will be determined by the GM. The familiar will have normal intelligence for its species.

Guide through forest
This miracle will guide the worshipper through a forest if he or she is lost or just needs to get through where there are no paths. An animal will usually lead the way.

An Isheena Fiall initiate

Light
This miracle will make an object of the worshippers desire shine as a lantern for 10 hours.

Resurrection
This miracle will bring back the life to a dead body and put the spirit back into it. The miracle will take at least one day to complete. For further details regarding the person after he or she has been resurrected, see the ritual of resurrection under willpower magic. Increase the cost if the body needs a lot of repair.

Stealth
This miracle will raise the hide and move quietly skills of the worshipper by 20 each for 1 hour. The miracle will obscure the sounds and image of the worshipper so as to be less audible and visible to watching creatures.

Summon large animal
One animal of deer size will appear within 10 minutes. This is an animal in the vicinity being guided to the worshipper. The animal will be friendly to the worshipper.

Summon prey
The goddess grants a prey for hunting (i.e. a boar or a deer). It will usually appear as a normal encounter.

Summon small animals
1d6 animals of up to dog size will appear within 10 minutes. These are animals in the vicinity being guided to the worshipper. The animals will be friendly to the worshipper.

Tracking
This miracle guides the worshipper along the tracks of a creature for 1 hour. An animal will usually lead the way.

9.3.5 Arath the flaming god
Description: Arath is a god of fire and he is able to control this element at will. He is as unpredictable as the flames in a bonfire and thus the CS costs and gains below will vary a lot, with the numbers given being the average. His body is always on fire and so he is not wearing any clothes at all. He has great charisma although the structure of his leadership isn't very good due to his instability. The cult is smaller than that of Isheena Fiall.
Sphere of control: Fire and light.
Holy days: Primary holy day is first day of summer. Secondary holy days are each first day of the summer weeks.
Holy grounds: Former fire places and places for bonfires, volcanos. All sacrifices must be made on holy ground.
Cult spreading: People interested in the spreading of light and the magic of fire are accepted as worshippers.
Cult organization: Loose and varying cult organization but on a large basis with world leaders and a supreme high priest.

Patience level: 10

Initiate
Requirements: Arath lore of about 10 and five years service within the cult.
Benefits: Cult standing (usually 0) and the opportunity to learn willpower and natural firemagic against payment.

Priest
Requirements: Being an initiate, a cult standing of about 20, Arath lore of about 20 and acceptance by the local high priest.
Benefits: Cult leader of initiates with many initiates at disposal.

Local high priest
Requirements: Being a priest and killing the present high priest in a duel. (Does not lower the CS).
Benefits: Local leader of priests, ceremonies and rituals.
Patience level: 10.

9.4 Arath deeds

CS	Deed
+1	Converting 10 persons to the cult.
+1	Killing an initiate of a darkness or water cult.
+2	Killing a priest of a darkness or water cult.
+3	Burning down a darkness temple.
+5	Building a temple.
+5	Killing a high priest of a darkness or water cult.
+7	Burning down a major darkness temple.
-1	Extinguishing fire with water.
-1	selling fish.
-1	Show disrespect for the cult.
-10	Killing an initiate of the cult.
-25	Killing a priest of the cult.
-30	Extinguishing the sacred fire in a temple.

9.5 Arath miracles

CS	Miracle	CS	Miracle
3	Dry	9	Fire blast
3	Ignite	9	Grant food
5	Light	9	Protection against water
5	Fire resistance		
7	Area lighting	11	Permanent light
8	Human healing	14	Hellfire
8	Fire control	20	Resurrection
8	Wall of fire		

Area light
This miracle will make a sphere with a radius of about 10 meters bright as daylight for 10 hours. The light will emanate from the middle and gradually diminish in brightness.

Dry
This miracle will dry any wet equipment of the worshipper within one minute.

Fire blast
This miracle will cause a cone of fire to shoot forth from the fingertip of the worshipper. It will have a range of up to 10 meters and inflict a damage of s10 to an area of about 10cm radius at 10 meters range (one average human hit location).

Fire control
The worshipper will be able to control flames with a volume of up to 30 m^3 for 10 minutes duration. The flames can be controlled only as long as they have flammable materials to feed upon.

Fire resistance

The fire resistance will decrease any fire damage done to the worshipper by 5 per location per second for one hour.

General healing

This will multiply by ten the healing rate of any wound on any creature.

Grant food

This will make the food for one human daily ration appear in front of the worshipper. This will be granted in extreme cases only.

Hellfire

This miracle attacks the body of one creature at the worshippers and Arath's decision. It causes it to go up in flames and be turned to ashes unless it makes a willpower roll of 30 or more. If the Willpower roll is successful, the victim suffers s6 in damage to all hit locations with armor protecting as usual.

Ignite

This miracle causes a flame of about 10 centimeters to sprout out from the worshippers finger. It lasts for 1 minute.

Light

This miracle will make an object of the worshippers desire shine as a lantern for 10 hours.

Permanent light

This miracle is a permanent version of light. The difficulty level for dispelling it will be 80.

Protection against water

This miracle will make a stationary layer of air around the body of the worshipper, it will also supply the necessary amount of oxygen from the water when occurring below the surface. This will last for five minutes.

Resurrection

This miracle is the same as for Isheena Fiall.

Wall of fire

This miracle creates a 4 m^2 wall of fire being 50 cm thick. It will last for 30 seconds. For details on damage see the spell wall of fire under willpower magic.

9.4 Shamans and spirits

As shamans are a primary source of magic in many cultures and as their main area is dealing with spirits, it is important to describe spirits in this game.

The spirit is the personality, the entity. Often we find the spirit occupying a body and so we get different creatures. In some cases it is possible for the spirit to exteriorize from the body. This may be done by magic, death or other incidents left to the GM. In the case where the entity's body is killed, he or she is forced out of the body as it can no longer be controlled. Since the spirit cannot usually move out at will it is obvious that for some reason it is trapped there.

All spirits possess the following attributes: Learning, Willpower, Awareness, Artistic Creativity and Musicality. As NPC's, the spirits are usually only described with their Willpower and Awareness. In addition, the spirit can have cult standings and any skill that does not require a body to perform. This means that if a spirit leaves a body it will still have all these properties.

Spirits have status for the purpose of casting magic only. When exteriorizing, they lose all their fatigue (except from casting magic), body damage and of course the encumbrance carried by the body. When entering back into the body, they get all of this back. This could mean that they can't enter into their body if they have exhausted themselves by casting magic when outside as the status would then exceed 50. They would then have to wait for the body to rest properly or be healed.

A spirit without a body will almost always have some restrictions as to where it can be. Spirits will usually travel only through air although it is possible to travel through anything. A spirit's senses (anything from sight and taste to direction and sense of time) outside a body might vary a great deal, but in order not to get lost it is preferable to move where one can perceive. Although spirits can travel at infinite speed (blink from one place to another) it is preferable to move at a speed so that one can easily guide oneself through the terrain.

A spirit may be trapped to a larger or lesser degree due to magic or emotions. There are certain spells that will trap a spirit to a place, object or the like, but it can also trap itself. The latter may happen when a spirit feels that it can't leave an area, person or object for some reason. The spirit may feel that it has to complete some purpose before it is free. This could include finding the one that chopped its body to pieces or to rescue its loved one. All the limits of a spirit are due to either its own considerations or being forced by others.

Persons with a very high Willpower (50+) may have some limited abilities to exteriorize at will without any help of magic.

9.4.1 Life after death

A question one may ask is: What happens to the spirit when the body is dead? Well, of course this will be the GM's decision as to what happens after death in his or her world, but we will give some suggestions to solutions that can be used.

Paradises occur regularly in mythology. The promise of another world or existence has fascinated man for eons. A world where one can do what one really wants, where games are played and the goals are reached. Often the gods promise that their followers will be taken to their own paradise after they die. All this may well be made true in a fantasy world where more than one god is ruling. One question arises: What about overpopulation in the paradises? If one has infinite paradises with room for an infinite number of spirits, the problem is solved.

Another solution to the life-after-death question may be reincarnation, as preached by the Celtic druids and many Asian religions. Reincarnation means that after the spirit leaves the dead body, it travels around in search of a new one. When it finds a baby body, it possesses it and a new life starts all over again. This theory solves the problem of creating new spirits and the resulting overpopulation. Of course one would have to assume that there are many more spirits than bodies, enough to occupy all the bodies if this number should increase. Since the amount of spirits outnumbers the bodies to such a degree, the fight for new bodies would be great and only the toughest would get a human one or better. The others would have to settle with less, such as the body of an animal or plant. This theory incorporates any life unit, human as animal as plant.

One question arises though: Why do the spirits lose their memories when entering a new body? This will be left to the creativity of the GM, except that one solution may be to combine the paradise and reincarnation theory.

When the spirit leaves the dead body, it travels to a paradise of some sort, the kingdom of the dead, its own gods world or a similar place. There it lives without or within a body until something happens. Maybe the spirit commits a crime or some sort of offence to the god or other high spirits in the paradise. The result of this might be that the spirit is punished with a new life on earth or wherever it lived before. To be imprisoned in a body for a new life with loss of memory could be a suitable sentence. It also gets rid of that spirit for some time and maybe it is in a better state when it gets back after a new life. This theory explains the loss of memory, the amnesia, as the gods wouldn't let anyone back on earth or wherever with the knowledge of their world(s).

9.4.2 Possession

Spirit possession has been a major subject in modern fantasy as well as in shaman cults. Many stories are told where spirits have attacked persons so as to take over their bodies.

A spirit may try to possess a body already occupied by another spirit. This requires much Willpower from the attacking spirit since the spirit occupying the body has better control of it in the first place. The attacking spirit makes a willpower roll greater than the defending spirits willpower + 50 to gain control of the body. It has to have at least 25 more in Willpower than the defending spirit to even be able to try. If the spirit fails in its possession it suffers a permanent loss of one in current Willpower. When repossessing your own body, the defender must subtract 30 in its Willpower (for this purpose only).

9.4.3 A body without a spirit

When a spirit exteriorizes from a body that is still alive and travels away from it, the body is left on its own. A body without a spirit needs treatment and food as it cannot think by itself. Others would have to feed it and care for it. When something happens to the body, the spirit would usually feel it and return at once. Thus it is impossible for another spirit just to possess the body with no fight, as the owner of it would return and fight before any possession can take place.

A body regains fatigue and hit points normally.

9.5 The magic system

The system for magic is, as mentioned earlier, similar to the system for skills. Each spell or ritual is a skill with the normal ways of determining the potential, increasing and decreasing in current. All the spells and rituals start with a current of zero and can't be performed before they are learned. All the magic spells, rituals and potions listed in this chapter are only suggestions, they should not be adhered to strictly or used as "the only solutions". As a GM, remember that your creativity is the only limit when creating magic and that ANY magic could exist. Magic may be divided into three parts for the purpose of categorizing it:

1. Special awareness (Category Q). These are all the special awarenesses such as sensing danger, emotions, the thoughts of others etc. Special awarenesses start at the normal one fifth of the potential.

2. Willpower magic (Category R). This includes all spells and rituals that require the use of the intention and Willpower of the caster to be successful. It gives fatigue increase.

3. Natural magic (Category A). These skills are all the pure knowledge of preset formulaes to make spells and rituals successful. It is called natural because it does not involve the powers of thought and because everything natural such as electricity or magnetism may be produced by such formulas.

9.6 Magic skill rolls

For all willpower spells and rituals, the skill rolls will consist of: The skill in the spell + the magic lore + a dice combination (3d6 for rituals or 2d10 for spells). For natural magic and alchemy the alchemy lore is added instead of the magic lore.

9.7 Special awareness

Special awarenesses such as empathy, sensing of danger and motion when you actually can't see it are really attributes. Most people are as good as "blind" in these awarenesses and thus they are treated here as skills. Since talents are thrown when finding the potential of these skills, it makes a variation from the awareness attribute. All these skill rolls are made with 2d10 as the awareness rolls. Subtract 10 from the skill when not concentrating on a special awareness. A list of some special awarenesses, and their THN is found in table 2.3 Skills. Note that these are not all the special awarenesses there are and the GM should feel free to add new ones.

Here follows a description of each of the special awarenesses.

Empathy

The ability to sense the emotions of other beings including animals and even plants. The difficulty level

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A ghost story

Taya has now been an initiate for about three years. She is out hunting in the woods near a tiny village where she lives. The woods are said to be haunted so she takes many precautions and wears many protective flowers and one protective amulet.

Deep down in the forest, while hunting a rabbit, she encounters a tomb-stone. The gray stone stands erect in the middle of the woods. Many strange inscriptions are engraved in the stone. Taya recognizes a couple of death runes and a number, a year. The one who is buried here has been dead for over a hundred years.

A twig snaps. Taya turns around to see what caused the sudden noise. She sees no-one. Then a cold breeze grazes her face but no leaves are moving on the trees. A scary feeling creeps inside her as another twig snaps. This time she sees the twig breaking off a tree and falling to the ground. Another strange feeling is growing within her. A feeling of someone trying to force her out of her body. Taya realizes that a spirit is trying to possess her and she knows that she can't outrun a spirit. One solution strikes her mind, though. She prays to Isheena Fiall for protection against this spirit. The GM decides that Isheena will raise the Willpower of Taya by 20 for 1 hour. But as this miracle isn't really within the deity's sphere of control, it costs 5 in cult standing. Taya has a cult standing of 14 and the GM rolls 12 on the 2d10. The miracle is granted and the forcing feeling disappears.

will depend upon the situation: the distance, any disturbances and how strong the emotions are. A general difficulty level for nearby normal strength emotions would be about 25. For the tone scale refer to the skill spot emotion in chapter 2 SKILLS. For some guidelines on difficulty levels for empathy see table 9.6 Empathy. For adjustments on the difficulty level, see table 9.8 Empathy/ telepathy adjustments.

Telepathy

The ability to read the thoughts of others. As with empathy, telepathy will vary with the situation although the difficulty levels are higher. To read the thoughts of another clearly one would have to have a current of something like 50. The table below will give some ideas about the difficulty levels for telepathy.

9.6 Telepathy

Skill roll	Result
21-30	Occasional reading of ideas.
31-40	Occasional reading of words and pictures, some reading of ideas.
41-50	Occasional reading of sentences, some reading of words and pictures, reading of ideas.
51-60	Reading of sentences, words, pictures and ideas.
61 +	Clear reading of intelligent thoughts.

9.7 Empathy and telepathy adjustments

DL	Target
-10	Husband, wife, own chidren or similarly known persons.
0	Well known friend.
+5	Aquaintance.
+10	Person not seen before.
+20	Person of opposite personality.

Sense danger

The ability to sense situations that could be dangerous to the senser. The difficulty level will vary with how immediately dangerous the situation is. If the senser concentrates, a potential deadly situation would have a difficulty level of about 25.

Sense direction

The ability to find a desired direction without actually knowing it beforehand. The direction could be north, south or the direction to a certain place. Finding the celestial directions would have a difficulty level of about 15 to 20. Finding the direction to other places will have a difficulty level somewhere above 20 depending upon how well known the position of the place is to the senser.

Sense motions

The ability to sense motions without actually seeing or hearing them. It could be the motions of an assassin trying to kill the senser or just the movements of somebody outside the house. Subtract twice the size of the moving object from the difficulty level whether it is living or inanimate.

9.8 Sense motion

Skill roll	Result
-30	No motions sensed.
31-40	Nearby motions sensed when no barriers are between.
41-50	Slow nearby motions are sensed.
51-60	Small or slow motion blocked by a wall are sensed.
61-70	Motions at a distance (10m-50m) not blocked by heavy barriers are sensed.
71 +	Motions blocked by heavy barriers may be sensed.

Sense spirits

The ability to sense the presence of spirits within or without a body. The difficulty level will depend on how powerful (Willpower) the spirits are. A general rule would be: 50—(Willpower/2) + (1 per meter of distance).

9.8 Willpower magic

Under willpower magic you will find the terms spells and rituals. The difference is the casting time required. Rituals are all the spells that require more than 5 minutes of casting time. All ritual skill rolls are made with 3d6 and all spell skill rolls are made with 2d10. Spells might be cast as fast as a split second and rituals may require hours or days to cast, but the systems are the same.

9.8.1 Effects

The effect may be reduced at will. Sometimes this will actually increase the difficulty level.

9.8.2 Fatigue increase (FI)

Each spell will have a fatigue increase (FI). The fatigue increase is the spell or ritual fatigue increase minus one per full five in: The skill in the spell or ritual + the magic lore + endurance (willpower if exterior). Example: A magician has a skill of 16 in energy bolt, 12 in magic lore and 13 in endurance. The FI is thus 16 + 12 + 13 = 41, one per full five = 8. Energy bolt has a fatigue increase of 15. This gives 15—8 = 7 in fatigue increase.

If the subtraction due to skill, magic lore and endurance is greater than the fatigue increase of the spell, the remainder is subtracted as tenths from 1. Example: 10 (spell fatigue increase) — 12 (subtraction for skill, magic lore and endurance) = 0.8 in fatigue increase. There are two extra to subtract, and these are subtracted in tenths (0.2) from 1.

If all the tenths are subtracted, start working on the hundredths. Example: 10 (spell fatigue increase) — 23 (subtraction for skill, magic lore and endurance) = 0.07 in fatigue increase as there are still 3 left when all the tenths are counted. These are subtracted in hundredths from one tenth.

If all the hundredths are subtracted, start working on the thousandths and then the tenthousandths and so forth.

The reason why we have included this is because it covers very powerful magicians, demons and even deities when they cast their magic. Also it would be silly if it required no fatigue to cast a spell for someone who because of their subtractions (skill, magic lore and endurance) would get a fatigue increase of 0 or less.

9.8.3 Fatigue increase when failing to cast magic

When failing to cast a spell or ritual, the fatigue increase is halved, so it is still a hard action to undertake.

9.8.4 Active and passive magic

Two terms will describe the type of magic: Active and passive. Passive magic requires no concentration from the caster once the magic is cast. It endures without the casters conscious intention. Active magic requires concentration from the caster while the magic lasts. For each active spell or ritual the caster has operating at one time, add 10 to all the difficulty levels. This also includes passive magic during their casting times. This would mean that an active spell is broken if the difficulty level is raised above the original skill roll, as with concentration checks. No spells may be cast at the same time, no casting times may overlap. When other actions are undertaken while keeping up an active spell or casting any spell, the difficulty levels would be increased depending upon the intensity of the action. This must be determined by the GM with the guidelines below. Both the difficulty level of the spell(s) and the action(s) (the melee weapon, riding etc.) are raised by this amount. All these subtractions may be freely adjusted among the skills and spells.

The active magic will last as long as the caster desires or can stand but he or she will increase in fatigue per time unit given under duration. The magic skill roll is only made when the magic is activated and not for each duration period.

Note: This should not be confused with resisting actively or passively.

9.9 Casting spells while moving			
Adj.	Action	Adj.	Action
5	Walking	15	Running
10	Riding	15	Swimming

9.8.5 Adjustments to spells and rituals

Spells and rituals may be adjusted so as to get a greater effect. This could be an increase in duration, range, affected area or even the special effects such as damage. The duration and range may be increased and so may the area of effect except when it is a creature or an object. All the effects that may be increased are marked with a star in the descriptions.

The adjustments are made like this: When doubling a spell characteristic, the difficulty level is increased by 10, and the characters FI (fatigue increase) is doubled. When tripling a characteristic, the difficulty level is increased by 20 while the characters FI is tripled and so on. Doubling two characteristics is the same as tripling one. Example: A magician casts a fireball with a FI of 8 with double radius and damage. Both increasements results in an additional 10 in difficulty level and an additional FI, raising the difficulty level to 60 and the FI to 24.

9.9 Specialized spells

As a general rule the more specialized a spell or ritual is, the easier it would be to cast. Example: A dispel charm would have a lower difficulty level than a general dispel magic, perhaps 5 lower than the original charm spell.

9.10 Pointing

Some spells require that the caster points at his target to affect it. This is especially true with offensive spells like energy bolt and fire ball where the spell will not hit its target if the caster doesn't "hit" with his or her pointing skill. It acts just as any missile weapon skill with regard to range and weapon modifier. Pointing is a +10 missile weapon with a range of 10.

9.11 Arbitraries

It is up to the GM what arbitraries would follow the casting of willpower magic. These arbitraries could be anything from saying some words or waving ones hands to eating a special fruit or crushing a nut while casting the spell or ritual. Of course these arbitraries are not necessarily a requirement to cast the spells or rituals even though they may be taught as if they were. It could also be that a magician were taught to stand on one leg, sing a special ridiculous song while eating an apple and shaking her head to be able to cast a fireball. This belief would increase the difficulty level of the spell if she was impeded from doing all these actions. There are no maximum adjustments for this, although the increase should be larger the more you are impeded from doing. An adjustment of 100 or more might be applicable. Most arbitraries would increase the casting time.

One might wonder why such arbitraries are introduced into magic. Often the reason is that in the original research for the ritual or spell, the wizard did many actions when the spell originated. If she didn't know exactly why the spell worked, later she would do all those actions over again when casting the spell, arbitraries or not. It could be risky to exclude any actions taken in a magical ritual, so arbitraries apparently stay with the magic. When the magic is taught thoroughly with

arbitraries, the sorcerer would start believing that they are necessary, and so the magic can't be done without them. After all, the magic rests heavily on beliefs to be real.

Arbitraries could also be introduced as the result of wizards wanting to show off (read any lawbooks lately?).

In the end it must be written that the arbitraries do not have to be a total waste of time. They could, as a matter of fact, help the sorcerer to concentrate on the right things. A little flame in front of a magician could help him to concentrate on casting a fireball.

9.12 Spesial devices aiding the casting of magic (optional)

Certain devices such as mistletoe, oak wands, pearls, special flowers or animals etc. could reduce the difficulty level of specific spells or rituals by up to 5. These items should be relevant to the magic cast and they should be very special to have anything but arbitrary significance. Some items such as cold iron, special flowers or animals in the vicinity or touching the caster could increase the difficulty level for specific spells or rituals by up to 10. As for the items aiding the casting of magic, these items should also be relevant to the spell or ritual concerned, although items such as cold iron could generally increase the difficulty level by about 5-10 depending upon the object.

9.13 Magic cast by exterior spirits

Arbitraries such as body motions could impede an exterior spirit from casting a spell or ritual, or at least increase the difficulty level.

Natural magic would mostly be impossible to perform (except by the use of telekinesis).

9.14 Partial success (optional)

As an optional rule, this introduces variations to the spells and rituals. Reduce the overall effect of the spell or ritual by about 10% per 1 the skill roll is below the difficulty level. The GM will decide which characteristic(s) of the spell will be reduced, and the amount of each reduction. This would mean that with a roll of 10 or more below the difficulty level, the spell would have no effect. Example; A character makes a skill roll in fireball of 8 less than needed. The target stands 3 meters away. The GM decides to cut all effects by 80%. The fireball is a poor version of a torchlight and it travels towards its target only to blink out of existence one meter in front of it, "nice fireworks".

9.15 Willpower magic fumbles

Whenever a magic skill roll (skill in the ritual or spell + magic lore + 2d10 or 3d6) is 20 or more below the needed difficulty level, a fumble may occur. Use table 9.10 Magic fumbles to determine what happens. The procedure is the same as for fumbles in combat. Throw a d10 and add 1 per full 5 of the skill total (spell or ritual skill + magic lore) to find the result. If the fumble indicated doesn't fit into the situation, pick the next fumble above until you get a result that can be used.

9.10	Magic fumbles
15	No fumble.
14	Fatigue increase of 20-Endurance/2 (Natural Magic).
13	Normal fatigue increase.
12	Normal fatigue increase.
11	1,5 x normal fatigue increase.
10	Dangerous ingredient takes effect on caster (GM's discretion).
9	2 x normal fatigue increase.
8	3 x normal fatigue increase.
7	Ingredients mix in a harmfull way (explosion, acid, fire or other effects), s6 in damage.
6	Ingredients mix in a harmfull way (explosion, acid, fire or other effects), s6 in damage.
5	3 x normal fatigue increase.
4	Spell or ritual takes effect on caster if not cast on self.
3	Spell or ritual takes effect on caster if not cast on self.
2	Spell or ritual takes effect on caster if not cast on self.
1	Spell or ritual takes effect on wrong target (GM's discretion).
0	Spell or ritual takes effect on wrong target (GM's discretion).
-1	Spell or ritual takes effect on wrong target (GM's discretion).
-2	Double effect on caster if not cast on self.
-3	Memory loss. Caster looses s6 in the current spell or ritual skill.
-4	Caster looses s3 in a current attribute (not reduced below 1).
-5	Caster becomes mute for about one month.
-6	Caster becomes deaf for about one month.
-7	Caster becomes blind for about one month.
-8	Tripple effect on caster if not cast on self.
-9	Caster falls in coma for one week. The caster will then have a fatigue of 40, recovering at the rate of endurance per day.
-10	GM's discretion.

9.16 Fatigue decrease

Fatigue increase due to the casting of willpower magic is regained at the rate of Endurance per 12 hours (Willpower per 12 hours when exterior from the body).

9.17 Magical research

It is possible for someone with a high magic lore to research and develop new spells. This is a time consuming and often dangerous hobby although it could result in a number of interesting spells or rituals.

If a character wants to develop a new spell with some specific characteristics, the GM would first of all have to find the difficulty level that the spell would have when casting it (add 10 to this difficulty level in all research computations if the spell can be resisted). The research time is 100 times that difficulty level in hours. The chance of developing the spell is the spell difficulty level matched against the characters magic lore + 3d6. The research time needed may be adjusted 100 hours

down per 1 in subtraction of the characters magic lore skill. This subtraction is done in the same manner as the subtraction to find spell or ritual fatigue increase. If the subtraction would yield a 0 or negative result, tens of hours are subtracted, then hours, then tenths of hours etc. so that it still takes some time to research. After having successfully developed a new spell the character will have a current of 1 in that spell.

The difficulty level of the spell should be adjusted for the purpose of research if the character knows a similar spell. This subtraction could be up to 20 for a minor modification of a well known spell.

Example: A character wants to develop a green fireball spell with the same characteristics as a normal fireball spell except for the color. The GM figures that the difficulty level for casting such a spell would be 45. As the character already knows how to cast a normal fireball, the GM determines that the difficulty level for researching the spell would be 25 and therefore requires 2500 hours of research. The character has a magic lore of 22 and decides to subtract 7 from her skill so as to cut the hours needed to 1800. She would then have to throw above 25 with 15+3d6 at the end of this period to acquire this green ball of fire as a spell.

Per 100 hours of researching for a spell, the character must make a roll on table 9.10 Magic fumbles with 1d10 + 1 per full 5 in magic lore after adjusting the research time.

9.18 Spells and rituals

Difficulty level: The difficulty level for a spell or ritual roll to be successful. If the GM wants to adjust the general difficulty for casting magic in his or her world, merely adjust all the difficulty levels.

9.11 Willpower magic

Name	Type	Casting	Dice	Diff. Level	Fat. Incr.	Resist	Duration	Range	Area
Agony	A	10 sec.	2d10	15	10	Yes	10 sec.	10 m	1 Creat.
Attribute Addition	P	1 min.	2d10	40	30	Yes	1 hour	Touch	1 Creat.
Cause Malaria	P	10 min.	3d6	30	30	Yes	Instant	10 m	1 Creat.
Change Emotion	P	10 sec.	2d10	15	10	Yes	Instant	10 m	1 Creat.
Charm	A	10 sec.	2d10	20	10	Yes	10 min.	10 m	1 Creat.
Create Fog	P	20-60 min.	3d6	40	$	No	Instant	10 m	5000 m^3
Curse	P	30 min.	3d6	35	40	Yes	Instant	10 m	1 Creat.
Darkness	A	10 sec.	2d10	35	10	No	1 min.	10 m	30 m^3
Dispel Magic	P	1 min.	2d10	+10	20	No	Instant	Touch	1 Spell
Enchantment	P	50 hours	3d6	60	35	No	Perm.	Touch	1 Object
Energy Bolt	P	1/10 sec.	2d10	20	15	Yes	Instant	10 m	1 Creat.
Fear	A	10 sec.	2d10	35	10	No	1 min.	Sight	Sight
Fireball	A	1 sec.	2d10	40	20	No	1/2 sec.	20 m/s	20 cm r.
Flash of Light	P	1/10 sec.	2d10	30	15	No	Instant	Sight	Sight
Force Blast	P	1 sec.	2d10	40	20	No	Instant	10 m	1 Object
Force Shield	A	1/10 sec.	2d10	35	10	No	10 sec.	Self	25 cm r.
Healing I	P	1 min.	2d10	30	20	Yes	Healing	Touch	1 Wound
Healing II	P	1 min.	2d10	30	15	Yes	Healing	Touch	1 Wound
Hypnotize	A	1 sec.	2d10	20	10	Yes	10 sec.	10 m	1 Creat.
Illusion	A	10 sec.	2d10	35	20	Yes	10 sec.	10 m	1 Creat.
Increase Immunity	P	10 min.	3d6	35	20	Yes	1 day	Touch	1 Creat.
Invisibility	A	1 min.	2d10	45	10	Yes	10 sec.	Touch	1 Creat.
Levitation	A	1 min.	2d10	40	20	No	30 sec.	Self	Self
Light	A	10 sec.	2d10	30	10	No	1 min.	Touch	1 Object
Location	P	10 sec.	2d10	25	10	No	Instant	10 m	1 Object
Mental Attack	A	1/10 sec.	2d10	20	15	Yes	1 sec.	10 m	1 Creat.
Mental Shield	A	1/10 sec.	2d10	30	10	Yes	10 sec.	10 m	1 Creat.
Night Vision	P	1 min.	2d10	30	10	Yes	1 hour	Touch	1 Creat.
Purify Water	P	1 min.	2d10	25	10	No	Instant	Touch	1 liter
Restore Fatigue	P	1 min.	2d10	30	15	Yes	5 sec.	Touch	1 Creat.
Resurrection	P	1 hour	3d6	60	50	Yes	Instant	Touch	1 Spirit
Sleep	A	1 min.	2d10	20	20	Yes	20 sec.	10 m	1 Creat.
Spirit Protection	P	1 min.	2d10	40	20	No	Perm.	Touch	2000 m^3
Stop Bleeding	P	1 sec.	2d10	30	10	Yes	1 min.	Touch	1 Creat.
Telekinesis	A	10 sec.	2d10	45	20	Yes	10 sec.	10 m	1 Object
Thought Projection	A	1 sec.	2d10	40	20	No	10 sec.	10 m	1 Creat.
Tracking	A	1 min.	2d10	35	10	No	10 min.	Touch	10 m r.
Trap Spirit	A	10 sec.	2d10	25	30	Yes	Perm.	10 m	1 Spirit
Ventriloquism	A	10 sec.	2d10	40	20	No	30 sec.	10 m	Hearing
Wall of Fire	P	10 sec.	2d10	40	20	No	10 sec.	10 m	4 m^2
Zombie Creation	P	2 hours	3d6	50	30	No	Perm.	Touch	1 Body

$ 10 per 10 minutes of casting time.

Casting time: The time spent from the beginning to prepare a spell or ritual to the actual loosening of the power. Due to disturbances, a spell or ritual could be broken off.

A character can generally not cast more than one spell during a second even though the casting time is less than a second. This is because the caster needs time to react. Extreme Awareness (30+) may alter this.

Fatigue increase: The fatigue increase that results from the strain during the casting of the spell. Note that all fatigue increase resulting from the casting of magic is counted in whole numbers, not in tenths. This is done to ease the calculations.

Duration: The duration of the spell in seconds, minutes, hours etc.

Range: The range of the spell in centimeters, meters, kilometers etc.

Affected area: The area, volume, number of objects or persons etc. the spell or ritual affects.

Resist: If the spell affects a being, it is resisted with the Willpower of that being. The caster would so to speak have to defeat the Willpower of the target in order to make the spell affect it. This is called passive resistance and the Willpower is added to the difficulty level. Most often such a spell can also be resisted actively. If the target resists the spell actively, doing nothing but concentrating on being unaffected by the spell, twice the Willpower is added to the difficulty level. A willing target does not increase the difficulty level for casting a spell or ritual. When casting magic that can be resisted on oneself, subtract 5 from the difficulty level. Under this heading in the spell descriptions a spell that can be resisted will have a "Yes" and a spell that can't will have a "No".

9.19 Spells and rituals descriptions

Agony

This spell creates pain in the whole body of a victim as long as the spell lasts. If the spell is successful, the victim suffers an increase in status of s10.

Attribute addition

This spell is a general description of many spells. The actual spells will have one special attribute multiplied by 2 (no more than an addition of 10)★. The increase in the current attribute will be up to 10 with all its consequences such as increases in potential and current skills etc. The attribute cannot be increased further by casting the same spell again although the effect from one spell may be doubled, tripled etc.

Cause malaria

This spell causes the victim to suffer the disease of malaria (see chapter 8 POISON AND DISEASE).

Change emotions

This spell will change the emotions of the target by half a tone level★ on table 2.22 The tone scale. It can not be adjusted lower than apathy (0.05) because of this spell. The difficulty level must be adjusted according to the strength of the emotions of the target. Very strong emotions (such as an animal trying to kill the caster) would increase the difficulty level by up to 20.

Charm

The spell of charming will make the charmed creature friendly to the caster. The victim will act just as a friend, nothing more. He or she may be offended or harmed so that the spell will lose its effect. This will vary with the circumstances and the charmed creature. Just consider it as a normal friendship for the duration of the spell. When the spell wears off, the charmed creature will remember everything that happened during the spell.

Create fog

This spell does exactly as indicated by its name, it creates fog. By condensing the natural water in the air, the caster creates a fog dense enough to limit vision to 2 meters. The fog will gradually appear after 10 minutes of the casting time. The casting time will depend upon the density of water already in the air. In a swamp, it will take about 20 minutes while on dry plains it will take about 1 hour. An average time indoors or in cities would be about 30 minutes. The fog may dissipate because of vaporization of the water particles or because of the wind blowing. This could result in no effect when casting the spell in a windy or warm and dry place, where the fog would blow away or vaporize during the casting time.

Curse

This curse spell is a very flexible one, allowing for many variations as to the effect. The curse will bring some sort of bad effect to the target. For the given difficulty level, this may be:

-A permanent loss in a physical attribute (current) of 3★ or 2★ in any spiritual attribute (still current) to a minimum of 1.

-A disease such as malaria.

-A permanent loss in a skill talent of 3★.

Darkness

The spell of darkness covers a volume of 30 m^3 with a shape of the casters choice. It cannot be more than 10 meters in one direction per 30 m^3 of volume. The volume is stationary and cannot be moved or reshaped when cast.

The darkness is really a forceshield absorbing all light rays. This will reduce a normal torch light to a range of 50 centimeters. Bright sunlight will penetrate the darkness to about 1 meter. Certain powerful light spells might penetrate this darkness.

Dispel magic

This spell will counter other magic so as to dispel their effects. The difficulty level for this spell will vary with the spell being dispelled. The difficulty level will be the original spell's difficulty level (the difficulty level with which the caster cast the spell) +10. In the case of dispelling a magic item the difficulty level is the enchantment spell +10 not the stored spell. When dispelling miracles, treat the difficulty level as 5 times their CS cost +10, adjusted freely by the GM.

Enchantment

This spell is one of the ways to make magic items. When casting this spell the caster prepares an object to receive a spell and to make that spell stored in the object. The spell to be stored could be anything from a light spell to healing or force blast.

The difficulty level would be decreased for the enchantment spell when storing spells in objects that are suitable for storing that particular spell in (up to 20 for highly fitting objects). A light spell could be cast into a clear crystal or a force shield could be cast into an amulet resembling a shield.

After having cast the enchantment spell, the spell

to be stored will have to be cast into the object as many times as you want charges to a maximum of 10★. This must be done within 24 hours.

The object may later be used by anyone upon activating it (knowing what effect to concentrate on and a Willpower roll of 20). The stored spell will then be cast at the skill of the wizard that stored it. The spell may be cast as many times as there are charges in the object before the object is discharged. A discharged object is still a better object to store further magic into. It will decrease the difficulty level of a future enchantment spell by 10 for the purpose of storing new spells. Magic items that are really permanent in their use with an infinite number of charges, are made by spells far more powerful than this and could only be cast by greater demons, demigods or higher beings.

Energy bolt

This spell creates an electrical force at the pointed finger of the caster. It shoots forward in a straight line with the speed of light. It disintegrates when it reaches the maximum range but impacts on any one target standing in the way. It will do s10★ in damage to one hit location of a creature. When adjusting the damage, the electrical charge is increased. Armor will protect at the GM's discretion (metal armor will not protect).

Fear

The spell of fear influences the minds of anyone watching the caster. The victims nearby will see the caster changing into something they really are afraid of as he or she induces fear in their minds. If fighting the caster while affected by the spell, offensive and even defensive values may be reduced by up to 10 as the form you see could deviate a lot from the actual form and size of the caster. Victims roll on the fear table as normal, treating the caster as a +25 (+1 per meter away from the caster) modifier with a subtraction of 1 per 2 added to the difficulty level.

Fireball

Upon casting this spell, the caster creates a ball of fire at his pointed fingertip. The ball instantly accelerates to the speed of 20 m/s and shoots forward. If it hits a barrier with more than half its area weighing above 1kg, it will stop. Any lesser barriers will be damaged as it passes by. When the caster is no longer concentrating, the fireball dissipates. The fireball does s10★ in damage. If the ball hits a creature in its eyes, there is a 20% (for humans) chance of being temporarily blinded for up to 10 minutes. When adjusting the damage, the temperature of the fireball is increased.

Flash of light

This spell creates a very bright flash of light lasting for only a split second. It will blind any seeing creature watching the spell for s4★ seconds (minus 1 per 2 meters). This is rolled for separately for each affected creature. Most humanoids will suffer this effect and the GM would have to use discretion when other creatures are affected. Creatures such as goblins will, for instance, be affected for s8 seconds as they are more sensitive to light than humans. Creatures with their eyes closed will not be affected. Since there is a possibility that the creatures are blinking when the spell is cast, there is a 5% chance that they are not affected. The caster would of course close his or her eyes. When adjusting the blinding-time, the intensity of the light is increased.

Forceblast

The forceblast spell creates an instant pushing force with a strength of 10★ to an object within the range of the spell. Add 2d10 to the force of the spell to match the weight of an object to see how far it is pushed. Per one forcepoint above the weight, the object is moved 10 cm. Adjustments are made for unstable objects as these could fall.

Force shield

Upon casting this spell the caster creates an invisible force shield 10 centimeters from his or her arm. If this shield is used for parrying, this is a separate shield skill like any other material shield. It works as a shield +10 on the combat table. The force will withstand 50★ hit points of damage. It can also be penetrated by special magic (decided by the GM). The shield will follow the arm of the caster as a normal shield.

Healing I

This spell will increase the healing rate of any wound by a factor of 10★. It may not be cast repeatedly and thus increase the effect. Healing can be dispelled and the effect would cease to continue, but the hit points already healed would remain healed.

Healing II

This spell will increase the healing rate of any wound by a factor of 10★. It may not be cast repeatedly and thus increase the effect. This spell will increase the fatigue of the target by the current damage of the wound for as long as the spell lasts, as it draws its energy from him or her. If the healing factor is increased the fatigue of the target will be increased in the same manner. Healing can be dispelled and the effect would cease to continue, but the hit points already healed would remain healed.

Hypnotize

The caster of this spell is able to control another by the use of magically strong hypnotism. To hypnotize the victim, the caster needs its attention for 1 second (the casting time). Usually, the victim cannot turn away during this second. If the victim is unwilling to be hypnotized, he or she is defending actively. While being hypnotized, the victim will obey the hypnotizer and do whatever he or she tells it to. The victim will however refuse to do anything directly endangering its life or against its very basic principles.

Illusion

This spell is a suggestion on how illusions might be handled. The illusion could be anything from the casters imagination, from a demon to a flower. It cannot be greater than 10 dm^3, more than 2 meters in any direction or a hollow illusion. The spell will make a picture in the mind of the target. It is stationary and not movable. Someone actively resisting this spell is actually attempting to disbelieve it. Someone resisting passively may resist actively after the spell has taken effect if they should become suspicious of the reality of the illusion, thus increasing the difficulty level of the spell. Adjustment to the skill roll is made depending on the casters familiarity with the illusion that he or she is trying to make. The targets familiarity will also affect his or her chance of believing in it and these adjustments are cumulative with those from the casters familiarity. A partial success with this spell might very well be that the illusion is partially transparent.

Other types of illusion spells like taste illusions, odor, touch and sound illusions may be created by other such spells or rituals. They may even be combined for greater effects.

9.12 Illusion adjustments

Caster		Target	
DL	Object	DL	Object
-5	A copy at hand.	+5	A copy at hand.
0	Very well known.	0	Very well known.
+5	Well known.	-5	Well known.
+10	Seen some times.	-10	Seen some times.
+15	Seen once.	-15	Seen once.
+20	Not seen, just heard of.	-20	Not seen, just heard of.
+25	A figment of imagination.	-25	Never heard of.

Increase immunity

This is a special version of the attribute increase spells especially made for increasing the immunity whilst in areas where there is a danger of contracting dangerous diseases. The effect is to raise the health of the target by 5. The spell can of course be used on sick patients to aid their recovery. There will also be special spells that cure specific diseases such as malaria and even rabies.

Invisibility

The spell of invisibility is actually a special illusion spell that will camouflage the target's body and the equipment carried by the target when the spell is cast so that it cannot be seen. This equipment is only camouflaged when carried by him or her. It will blend in completely with the background terrain regardless of the angle it is viewed from. Even though the body is camouflaged from human sight, it still radiates heat, is noisy when moved and has an odor.

Levitation

This spell raises the body of the caster through the air in any direction. The total weight raised including any equipment cannot exceed 100kg★ of weight. The speed of levitation is approximately 10cm★ per second but this may vary as the body will drift in the direction of the wind at a speed equal to one tenth to that of the wind. The spell is a sort of specialized telekinesis spell. In a case where the spell is broken, the caster will fall down using normal falling rules unless the caster breaks the spell. In that case the caster is treated as if he or she jumped from that height.

Light

This spell produces a light equal to a normal torch★ except that it is homogeneous and not flickering. It must be cast on a whole object not larger than 1 cm^3 to take effect.

Location

This spell will reveal the distance and direction of the object searched for. The object will be revealed within the range of the spell regardless of any physical barriers. Adjustments for the casters familiarity with the object are as follows:

9.13 Location adjustments

DL	Object	DL	Object
-5	A copy at hand.	+10	Seen some times.
0	Very well known (casters own item).	+15	Seen once.
+5	Well known (sometimes used by caster.	+20	Only described to the caster.
		+25	Only heard of.

Mental attack

Mental attack affects one creature causing its Willpower to be divided by 2★. It attacks the spirit of the creature so as to lower its toughness.

A matter of belief

Taya, Orto and Feory are adventuring in a goblin's lair. The goblins live in a cave-complex and it is easy to get lost with a poor memory.

The three are walking carefully and steadily out of the complex as they have found what they were searching for, a magic amulet. Taya walks in front and suddenly she stops Orto and Feory. She says that she can hear a goblin approaching. Feory tells the other two to back off. He is going to present a surprise for the small bighead. They put out their torches.

As the goblin approaches, Feory casts an illusion spell of a cut off goblin head lying on the floor covered in blood. Feory has a goblins head to copy to create the illusion from and gets —5 in modification to the difficulty level of the spell. The illusion is created in the mind of the goblin who comes walking and whistling. It has a Willpower of 5 and since a goblin head is very well known to the goblin, no modifications are given. A total difficulty level of 35 is beaten with Feory's roll of 37 (illusion: 15, magic lore: 10, 2d10: 12) and the illusion takes effect. The goblin doesn't even try to disbelieve it as it would have done if it tried. He just runs backwards, screaming.

Mental shield

Mental shield is intended as a protection for the caster against a mental attack or other offensive spells. It raises the Willpower of the caster by 5★ for a limited time.

Night vision

This spell gives the caster or another creature night vision that is similar to that of a goblin. The spell actually makes the eye pupils of the target bigger so as to absorb more light. This also results in the goblins drawbacks when exposed to bright light.

Purify water

This spell will erase any impurity in the water, from dirt to poison and bacteria. It will not kill off anything larger than a small bug. The water will be as though it was distilled. It could be useful to cast this spell on water before it is used for medical treatment.

Restore fatigue

When casting this spell the caster establishes a link between himself and the target so that the caster can transfer as many fatigue points from the target to himself as he wants during the spell (i.e. the targets fatigue points are lowered by 10 and thus the casters fatigue is raised by 10 in addition to the fatigue increase from casting the spell).

Resurrection

This spell is the most powerful among the willpower rituals listed here. It will bring the spirit back to its body after it has left it, and restore life to the dead body. The cause of death must be removed from the body for the ritual to be effective. Poisons and diseases must be removed, mortal wounds must be healed etc. Usually the body will need additional repair (healing magic) after having been dead for more than 12 hours. The body will be afflicted by many complications such as the blood coagulating after this period of time. The spell consists of finding the right spirit and convincing it that its body is really alive and ready for more action. Depending upon what happens to a spirit after it leaves the body, the spell would have to be cast within a certain time after the death occured. It wouldn't be possible to call back the spirit if it is already in a "paradise" or in a new body. The spirit must be "free" to be resurrected. After being resurrected, the character will have a fatigue of 40, decreasing at the rate of Endurance★ per week of rest, proper nutrition and general medical care.

Sleep

This spell will cause one target to fall into a deep sleep until actively or naturally awakened. The target will fall asleep during the last 10 seconds of the casting time if successfully cast. He or she (or it) will lie down to rest on any comfortable place nearby.

Spirit protection

Spirit protection will put a power shield on an object or an area that will protect against spirits without a body. A spirit wanting to enter the area or object would have to make a Willpower roll of 30★ to be able to trespass the area or enter the object. If the spell is cast on a living body with no spirit in, the protection will impede spirits from taking the body. Where this is the case, the Willpower roll is for the spirit that originally owned the body. All other spirits must add 50★ to the difficulty level for making it. If a body with no spirit is controlled by certain spells, one would produce a spiritless machine, a sort of zombie.

Stop bleeding

This spell will stop any acute bleeding for 1 minute★. After the spell expires, the bleeding will resume if not prevented by other means (magic, first aid or medical care). For further treatment of the wound while the spell is in effect, add 10 to all medical lore rolls.

Telekinesis

Telekinesis is perhaps one of the most usable spells listed here. There are numerous applications of this spell not usually thought of. The spell will enable the caster to move objects not by the use of a body but by sheer force. This is the way many spirits communicate. The spell affects one whole object which can be moved at a maximum speed of one meter per second★.

Thought projection

This spell will aid the caster and the target in communicating through telepathy. The caster of the spell will project his or her thoughts to the receiver. This decreases the receivers difficulty level for telepathy with the caster by 20★. The receiver then rolls for telepathy as if he or she were trying to read the thoughts of the caster.

Tracking

This spell enables the caster to follow the tracks of any creature with total ease if they are less than one day★ old. The visibility of the tracks has no relevance as the caster will feel where the creature has walked regardless of the tracks made. One thing is required though: The caster must touch the tracks when casting the spell. Remember that when the caster walks the difficulty level of the spell is increased by 5.

Trap spirit

This spell will trap a spirit to an area or an object. If a spirit is trapped by this spell, the skill roll of the spell must be noted down for further use. Should the spirit later increase in willpower so as to increase the difficulty level beyond the original skill roll, it is free. Otherwise, it may be freed by magic such as an untrap spell or a willpower increase spell.

Ventriloquism

Ventriloquism is a sort of specialized telekinesis spell. It creates the sounds of the casters choice at a distance. This may be anything from speech to the sound of a waterfall. The loudness of the sound will be no greater than normal speech from one person★. Adjustments for the casters familiarity with the sounds are as follows:

9.14 Ventriloquism adjustments

DL	Sound	DL	Sound
0	Very well known (heard every day).	+15	Heard once.
+5	Well known (heard often).	+20	Only described to the caster.
+10	Heard some times.	+25	A figment of imagination.

Wall of fire

This spell creates a wall of fire $4m^2$★ and 50cm★ thick. The area can be formed as the caster desires (it may not be more than five times longer in one direction

than the other, and it cannot have holes in it). During the last two seconds of the casting time the wall of fire will be created from the centre outwards. The area where the wall is created cannot contain any liquids or solids larger than 1 cm^3 when the spell is cast. If a creature runs through the fire it will suffer s2★ in damage to all its hit locations with armor protecting as usual. Walking through it will result in a damage of s10★. It does s10★ in damage per second in contact with it. Most animals will completely refuse to go through the flames. This includes all riding horses. When adjusting the damage, the temperature of the wall of fire is increased.

Zombie creation

This spell must be cast on a spiritless body. It will "preserve" the body. The body will then be changed (see zombies in chapter 10 CREATURES) affecting all physical attributes. The ritual will destroy the brain of the body so that it cannot be possessed and controlled by spirits. From the moment the ritual takes effect, the body will start to rot one permanent hit point per 50 years in each hit location. Vital parts such as eyes, ears, brain and lungs rot last.

9.20 Natural magic

Under the heading of natural magic one may find anything from the making of electricity by rubbing fur and ebonite to the making of a potion of invisibility from magical ingredients. The spells and rituals cast by preset formulae will have a set of characteristics such as duration and range. They cannot be manipulated with the spending of fatigue as these spells do not involve any fatigue increase. The effects of these spells should be in accordance with the difficulty in performing them, either due to the rarity of the material components needed or to the difficulty of actually performing the actions needed. This would mean that you wouldn't create a tremendous fire-blast spell with the only requirements being that you eat a bean and whistle a cute little melody. It would have changed the entire world long since to the point where peasants arguments resulted in the whole village burning down.

When a natural magic spell or ritual has been cast, the caster will not know if it has been successful unless he or she can see it by himself/herself.

9.20.1 Ingredients

The ingredients listed under each spell or ritual are only suggestions and should be further specified by the GM. The ingredients such as the herbs could be fresh or dried at the GM's discretion. The sequence the ingredients are put in is left for the GM to decide as well as any other body motions or words needed to succeed with the magic. Of course, arbitraries would be in addition to these. Those ingredients marked with a star are reusable.

9.20.2 Having the written formula

Having the written natural magic formula to go by will lower spell or ritual difficulty levels by 10.

9.21 Arbitraries

Natural magic would often introduce many strange arbitraries as with willpower magic. Often spellcasting and potion making would be accompanied by a whole lot of words, body motions and mystical materials. Some potions could also include totally insignificant ingredients. All this must be determined by the GM. Most arbitraries would increase the casting or manufacturing time.

9.22 Partial success (optional)

Partial success with natural magic works in the same way as for willpower magic.

The duel

After having adventured together for a couple of years, Taya, Orto, Feory and of course Frog have traveled to a kingdom known as the Magic Shire. Here we find a magician challenging Feory to a duel with magic as the only weapon. Feory and the other wizard stand in the open, 10 meters apart. Feory with his pride feels he has to accept this challenge. He has no idea how strong his opponent is.

The duel starts by both rolling on the reaction table to see who begins. They both get 0.5 seconds and so they start simultaneously.

Feory starts by throwing a mental shield on himself with a double effect. The spell has a difficulty level of 30, adding 10 to increase the effect gives a difficulty level of 40. Feory rolls a 42 and his Willpower is increased from 16 to 26 for the next 10 seconds. The fatigue increase for the spell was 0.7 and this is doubled to 1.4 for the increased effect.

In the meantime, the wizard tries to cast an energy bolt at our hero. This spell comes right after Feory cast his mental shield since the bolt uses a split second to reach him. The difficulty level for an energy bolt is 20, adding Feory's Willpower gives a 46. The wizard's skill roll is 43, a miss. He gets half of the spell's fatigue increase which is 0.6 i.e. 0.3.

As Feory doesn't have any offensive spell other than fear, he tries to cast that spell. He is fully aware of the 10 seconds casting time, but, what else can he do?

The wizard, on the other hand lights up a fireball the next second. He succeeds in casting it and it now takes only one second for it to reach our hero (the wizard's fireball has a speed of only 10 m/s). He has a pointing skill of 5 and he rolls 7 on the d20 giving an attack of 12. The hit number is 10 minus twice Feory's Size is a —6 as a hit number. It will hit him unless he comes up with something pretty fast. Feory makes a reaction roll with an Awareness of 20, he rolls 10 on the 2d10 resulting in a reaction time of 0.5 seconds. He drops the fear spell (another 0.1 seconds says the GM) and instead he puts up a force shield with a casting time of 0.1 seconds.

Feory puts up the force shield right in front of himself, covering his left arm, chest and abdomen. As the wizard aimed at Feory's chest and the d20 shows a hit in his head, it is adjusted down one hit location number. It is parried! The mighty ball of fire is spread out in thin air by the mystic force. On Feory's face shows a weak smile.

The duel goes on and how it ends will not be told here.

9.23 Mixing willpower and natural magic

Natural and willpower magic may be combined to get different spells or rituals or even increased effects. Willpower magic could be changed by drinking a potion or perhaps casting a natural ritual at the same time, before or after. A willpower spell could increase the effect of an ingredient in a natural spell. One would of course have to know which ingredient to manipulate or one could get "strange" effects. Introducing natural magic into willpower magic could decrease the difficulty level of the spells or rituals as special devices such as a mistletoe can do.

9.24 Natural magic fumbles

Fumbles for natural magic are the same as fumbles for willpower magic except that alchemy lore is used instead of magic lore.

9.25 Natural magic research

Research for new spells and rituals (and potions) may be done within natural magic as well as within willpower magic.

Every 200 hours of research the character does, the GM throws 3d6 and adds the characters alchemy lore. If this roll is above the difficulty level of the spell, ritual or potion intended to make, the character will know one more ingredient needed to complete it. This could be anything from a griffins feather, a flower or an animal (-part) to symbols to write, songs to sing, poems to read or dances to do. However, if the roll is less than 10 below the difficulty level, an arbitrary is introduced. The GM would of course tell the player that it is needed just as if it was an important ingredient. When all the real ingredients (plus any arbitraries) are known, the spell, ritual or potion, amulet etc. is completed. This will give the character a current of 1 in the skill researched.

Also, every 200 hours, a roll on the natural magic fumble table is made. Throw 1d10 and add 1 per full five in alchemy lore to see what has occurred during those hours of research.

As many elements and compounds will be used up during the research, the alchemist will spend a certain amount of money. The money spent will generally be about 10 times the cost of casting the spell, ritual or item per 200 hours of research.

9.15 Natural spells and rituals

Spell or Ritual	Casting time	Dice	Difficulty Level	Resist	Duration	Range	Area
Blindness	10 min.	3d6	25	Yes	1 month	1 km	1 Creat.
Clairvoyance	10 min.	3d6	35	No	10 sec.	1 km	Self
Create Fire	10 sec.	2d10	20	No	Instant	10 m	1 Object
Curse I	10 min.	3d6	25	Yes	1 month	100 km	1 Creat.
Curse II	30 min.	3d6	30	Yes	Instant	100 m	1 Creat.
Darkness	1 min.	2d10	25	No	10 min.	None	3 m r.
Fire Attack	10 sec.	2d10	20	Yes	Instant	10 m	10 dm^3
Healing	10 sec.	2d10	25	No	Instant	Touch	1 Creat.
Hypnotism	10 sec.	2d10	20	Yes	1 min.	10 m	1 Creat.
Light	10 sec.	2d10	25	No	10 min.	10 m	1 Object
Protection Against Demons	1 hour	3d6	35	No	Perm.	None	1 m r.
Summon Demon	10 min.	3d6	15	Yes	1 min.	Infinite	1 Demon

9.26 Natural spells and rituals

Blindness

This spell will make the victim blind for 1 month. It actually affects the mind of the victim so there are no physical effects visible on him or her.

Ingredients

-A part of the targets body (a hair, nail or the like). A larger part like a finger will decrease the difficulty level of the ritual.
-A black lotus burned.
-A 30 carat onyx. ★

Clairvoyance

This spell must be cast into a specially prepared bowl of water. It will create a picture from a place or in the vicinity of an object or creature that the caster is familiar with. The place, object or creature must be within 1km or no picture will appear. Adjustments for the casters familiarity with the place, object or creature are shown on the table below the ingredients.

Ingredients

-Black lotus (10g) boiled in the water used for the spell.
-Goblin blood (1 dl).
-Eyes of an eagle shot while flying more than 100m above the ground.

9.16 Clairvoyance adjustments

DL	Target	DL	Target
-10	A part of.	+10	Seen some times.
-5	A posessing of.	+15	Seen once.
0	Very well known.	+20	Not seen, just heard of.
+5	Well known.		

Create fire

The create fire spell will do just that, create fire. To make the fire, the caster must have a flammable object with a maximum volume of 30 cm^3 to start burning as the effect of this spell.

Ingredients
-Ash from a torch.
-A 3 carat ruby.★
-A fire lily.
-Scales from a desert lizard (as it has genetic relations to dragons). Scales from a dragon would reduce the difficulty level by 10.
-A poem.
-A dance roll of 20.

Curse I

This curse will bring bad luck to its target. This is simulated by adjusting all die rolls concerning the target by 3 so as to be unfavorable to the target.

Ingredients
-A part of the targets body (see blindness).
-The true name of the target.
-Lotus (50 g) and Saffron (50 g) burned in an iron kettle.
-A mirror to break.
-A wooden doll made similar to the victim.
-A poem.
-A dance roll of 25.

Curse II

This curse will decrease the current of one of the targets attributes (chosen by the caster) by 3 (to a minimum of 1).

Ingredients
-A part of the targets body (see blindness).
-The true name of the target.
-Lead and mercury boiled in a stone bowl.
-A long poem.
-A Coordination roll of 20.

Darkness

By casting this spell, the caster conjures a sphere with a radius of 3 meters around himself/herself. The darkness is of the same type as the willpower spell with the same name and it reduces light in the same way.

Ingredients
-A 20 carat onyx.★
-Crushed ebony (100 g).
-Ivory (100 g) crushed and mixed with four drops of mercury.
-The talons of an owl killed at midnight during the winter.
-A small poem.

Fire attack

This spell must be cast with a fire at least the size of a torch no more than 1 meter away from the caster. The spell causes flames to shoot forth from the fire and hit the intended target in the chest, causing s16 in damage. The flames cannot be dodged as they will be magically guided towards the heart of the victim.

Ingredients
-A 10 carat ruby.★
-A fire lily picked on midsummer day.
-A small poem including a description of the target.

Healing

This spell will multiply the healing rate of the target by 10.

Ingredients
-Daffodil flowers (50 g).
-Bryony grapes (50 g).
-Bindwood (20 g).
-Sulphur (20 g).
-Some strange words spoken aloud.

Hypnotism

This spell will hypnotize the victim so as to obey the caster. However he or she will not undertake actions directly opposing his or her survival or basic principles. The caster must have the attention of the victim for the whole casting time of 10 seconds or the spell will not take effect.

Ingredients
-A tin rod with a 20 carat amethyst.★
-Myrtle berries (10 g).
-Chicory leaves (10 g).
-Celandine flowers (10 g).
-Cobra eyes (2).

Light

This spell must be cast on a crystal to take effect. It will illuminate an area as if by a torch except that the light created is homogeneous and not flickering like torch light.

Ingredients
-A 5 carat diamond.★
-Ash from a torch.
-A sunflower.
-Crushed ivory (100 g).
-A singing roll of 25.

Protection against demons

Upon drawing a specially prepared pentacle a demon will not be able to trespass over the lines of the pentacle. Neither can it destroy the pentacle by physical or magical means (except by very powerful spells with a difficulty level of at least 200). It doesn't matter whether the demon is outside or within the pentacle. In each point of the pentacle there must be a candle burning and in each of the points turning to the center of the pentacle, there must be some special incense burning (made from the herbs below).

Ingredients
-5 candles.
-5 lead holders for burning incense.★
-Ash buds (100 g).
-Fennel flowers (50 g).
-Rowan buds (100 g).
-Garlic (20 g).
-A four clover.
-A St. John's wort.
-A special amulet with a 10 carat emerald.★

Summon demon

When this ritual is successfully completed, the demon called for will appear 2 meters in front of the caster. It will only keep the demon in the world summoned to for 1 minute before it will return to its own world. Some demons are able to adjust this time if they wish. For further references on demons see chapter 10 Creatures.

Ingredients
-The true name of the demon.
-Henbane (1/2 kg).
-A tin rod.★
-A strong lodestone.★
-A singing roll of 25.
-A dancing roll of 25.

9.27 Alchemy

Under natural magic we also find alchemy. Alchemy in the medieval ages was devoted to making gold out of less valuable metals. Later and especially in modern fantasy literature we find the field of alchemy embracing the making of other items such as medicines, magical potions and protective amulets. All of this is made on a formula basis without requiring any fatigue increase except where the casting of certain willpower enchantment rituals are required.

9.27.1 Notes on potions

The potions listed are one dose for a 100kg body. It will have decreasing effects proportional to the reduced concentration in the body. This would mean that it will have half the effect on a 200kg creature, and likewise it will have half the effect on a 100kg body if only half the potion is drunk. However it will not increase the effects if the concentration is larger in the body, but it could give harmful effects if the person drinks more than is required for the full effect.

Potions will have all sorts of colors, tastes and smells. This must be decided upon by the GM, but the potions should have a description according to the ingredients used (including arbitraries).

In table 9.17 Potions and amulets, you will find a column labeled Durability. The time given in this column is approximately how long the potion will have the described effect(s) if it is kept in a sealed container. After this time period, the potions will deteriorate in effect. How long it will take for a potion to be totally useless will vary a lot, but generally it would be about twice the durability.

Some potions will give weird effects after the durability has expired and quite a few will turn poisonous to some degree but seldom deadly.

9.17 Potions and amulets

Potion	P.T.	DL	Duration	Durability
Awareness	1 hour	30	1 hour	1 month
Berserker	1 hour	35	1 hour	1 month
Detect Illusion	1 hour	30	1 hour	1 year
Fear	1 hour	20	10 min.	10 years
Healing	1 hour	30	1 week	1 week
Night Vision	1 hour	25	1 hour	1 month
Restore Fatigue	1 hour	20	1 min.	1 month
Speed	1 hour	30	1 hour	1 month
Strength	1 hour	30	1 hour	1 month
Water Breathing	1 hour	35	1 hour	1 year

Amulet	P.T.	DL	Duration
Protection Against Spirits	1 week	25	Perm.
Sense Danger	1 week	25	Perm.

9.28 Potions

Awareness

This potion will raise the Awareness by 10 for 1 hour.

Ingredients

-Fresh goblin blood (1/2 dl).
-Eyes of flies (2 g) separated by a 3d6 Manual Dexterity roll of 25.
-A goblin eye.
-A crushed goblin ear.
-A black lotus.
-A poem.

Berserker

This potion will cause the person to fight with more aggression and strength. It will also raise the Willpower so as to reduce the effect of wounds and fatigue. The Willpower will be raised by 10 and the Strength will be doubled. Since the person drinking the potion will fight like a berserker, he or she must subtract 20 from the defensive value and add 10 to the offensive value. He or she may not make defense increasements or cast any spells during combat unless he or she makes a Willpower roll of 50. As the potion draws much energy from the body, the person will have his or her fatigue raised by 10 when the potion expires. This fatigue is regained at the rate of endurance per two weeks. The person will be very irritable while under the influence of this potion.

Ingredients

-Vervain (10 g).
-Fly amanita (2 g).
-Ogre blood (1/4 dl).
-Blood from a lion killed in unarmed combat (1/2 dl).

Detect illusion

This potion makes the drinker very resistant to illusions (increase the Willpower by 50 for the purpose of resisting illusions). The potion is effective against any illusion, audible, tactile etc or otherwice.

Ingredients

-Purslane (20 g)
-A primrose.
-Powdered agate (5 g).
-An elf's eye.
-A poem.

Fear

This potion causes fear in the drinker. The person must make a Willpower roll +10 on the fear table.

Ingredients

-A spider.
-Spores from white amanita.
-A poem.
-A singing roll of 20.

Healing

A healing potion of this type will multiply the healing rate of all wounds in the body by 10 for 1 week.

Ingredients

-Bryony (10 g).
-Daffodil (10 g).
-Fresh blood from the type of body (race) intended to heal (1 dl).
-A poem.

Night vision

Upon drinking this potion, the person will be able to see in the night as a goblin. All the effects from different light conditions will take effect as it does with goblins. The potion actually enlarges the pupils so as to absorb more light.

Ingredients

-Blood (1/2 dl) tapped from a living goblin at midnight.
-Blood (1/2 dl) tapped from a living elf at midnight.
-A crystal container.★
-A poem.

Restore fatigue

This potion will decrease the fatigue of the drinker by 10. This process will take 1 minute to complete.

Ingredients

-Ogre blood (1/4 dl).
-Whale blood (1/2 dl).
-Moose blood (1/4 dl).
-Bryony (10 g).
-A poem.

Speed

This potion will increase the Coordination and Awareness by 10 each.

Ingredients

-Crushed flies (10 g).
-The blood of a cobra killed while attacking (0.1 dl).
-The blood of a cheetah shot in the head while running (1 dl).

Strength

The Strength of a person is doubled after drinking this potion.

Ingredients

-A giants blood (1 dl).
-A lion or bears blood (1/2 dl) from an animal killed at full moon.
-Betony (10 g).
-An iron container. ★
-A poem.

Water breathing

After having drunk this potion, the person is able to breathe underwater for 1 hour. The potion will strengthen the muscles around the lungs so that they can get enough water with free oxygen. This draws energy from the body causing twice the fatigue increase for all physical actions done underwater. This includes swimming, combat etc. The fatigue will decrease at half the normal rate while breathing water.

Ingredients

-Skin from a mereman's tail (100 g).
-A snow lily.
-Running water (1 l).
-Sea salt (50 g).
-Angelica (50 g).
-A poem.

9.29 Amulets

Protection against spirits

This amulet will protect against possession by spirits. For this purpose only, it will increase the bearers Willpower by 5.

Ingredients

-A fennel flower.
-A dog's heart.
-The brain of a 1 day old body (same race as the bearer).
-A drawing roll of 25 (due to complex inscriptions).

Sense danger

The bearer of this amulet will receive a bonus of 5 in the skill of sense danger.

Ingredients

-A silver amulet with a 5 carat diamond.
-A fly.
-A black lotus flower.
-Eyes and ears of a rabbit shot while running.

9.30 Alchemy items

We have included here a list that will aid the GM when determining ingredients for spells, rituals, potions or other magical devices. The list below includes many herbs, minerals and colors said to have special magical properties.

9.18 Alchemy items

Color	Powers	Plant	Powers
Black	Evil, grief	Ash	Magic resitance, healing
Blue	Heaven, infinity	Beladonna	Lycanthrope protection
Gold	Pompousity, richness	Betony	Strength
Green	Spring, hope, misfortune	Bindwood	Eases pain
Red	Blood, fire, love, happiness, royalty	Black lotus[2]	Extra-sensory awareness
White	Virginity, pureness, death, grief	Bryony	Healing
Yellow	Loyalty, falsehood	Celandine	Charms
Mineral		Chicory	Charms
Copper	Protection	Daffodil	Healing
Iron	Strength, magic protection	Fennel	Spirit protection
Lead	Magic resistance	Fire lily[2]	Fire protection
Lodestone	Attraction	Four Clover[1]	Magic protection
Mercury	Change	Henbane	Spirit evoking
Sulfur	Healing	Lotus	Luck
Tin	Control	Myrtle	Charms
Gem		Primrose	Detect invisibility/illusion
Agate	Truth	Rowan	Witchcraft/spirit protection
Amethyst	Emotional influence	Saffron	Luck
Diamond	Light, truth	Snow lily[2]	Cold protection
Emerald	Spirit protection, luck	St. Johns's worth	Spirit protection, healing
Jade	Life force	Sunflower	Truth
Onyx	Darkness, invisibility	Vervain	Courage
Pearl	Wisdom		
Ruby	Fire		

1.Rare 2. Very rare

10 CREATURES

In almost all sources of fantasy, we find the world populated by intelligent creatures other than humans. We have included a variety of such beings as well as many animals. The GM should only use the creatures that suit his or her world.

We have divided this chapter into three parts, intelligent creatures, changed creatures and animals. The reason is that the intelligent creatures are potential player characters and are therefore described in more detail. All intelligent creatures are noted with their PAR (Potential Attributę Range, see 1.2) and some average currents at their physical peak point. This makes them fully playable as PC's. Some creatures have modifications to the potential of some skills. This is due to their body or general personality. Those skills which are marked with a star have special modifications depending upon how they are used. This must be up to the GM.

Changed creatures are described with modifications to their original current attributes.

Animals, on the other hand, are described only with their current attributes and skills. There are three numbers on each attribute that describe adult animals. The lowest of these numbers is the minimum value, then the average value, and last and highest comes the maximum value. For 99% of the time the current attributes will range between the minimum and the maximum value. A modification to these values for females is given. The GM should decide the current attributes for each animal with the help of these guidelines. Skills are only noted as one average current value. In addition to weight, both height and length are included to show the dimensions of the animals. Usually, the height will be the shoulder height of the animal as it is for dogs, boars, elephants etc.

All the data on animals is given for earthly conditions. Before the description of each animal you will find a small earth map where the animal's distribution is shown as gray areas.

Age and maturity are also included in the description of both intelligent and unintelligent creatures. The average age of creatures excludes child mortality. We disregard death due to unnatural causes such as combat. Maturity is the age at which the creature is able to propagate.

The physical peak point and decrease time are also shown for each intelligent creature.

10.1 Creatures hit location and hit points

On page 98 and 99 you will find drawings of the different types of creatures and their hit locations. Hit locations are divided by lines and the hit location numbers are divided by broken lines. You will probably notice that some hit location areas have two numbers in them. The lowest of these is for the location not visible on the drawing i.e. the opposite side of the ceature.

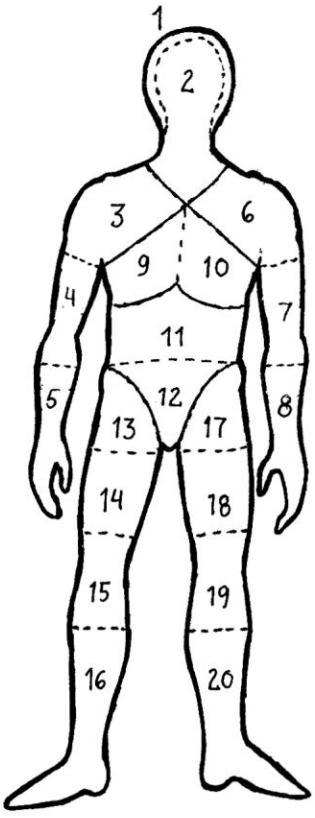
Table 10.1 Creature hit points gives all the various hit points of the creatures hit locations.

When creatures are hit in an impossible hit location due to the circumstances, just drop the result and roll again. Another solution might be to use other dice when finding the hit location. For instance, if a dwarven character fights a giant with a sword, he would be able to hit only the legs, abdomen and the lower parts of the giant's arms (locations 5 and 8).

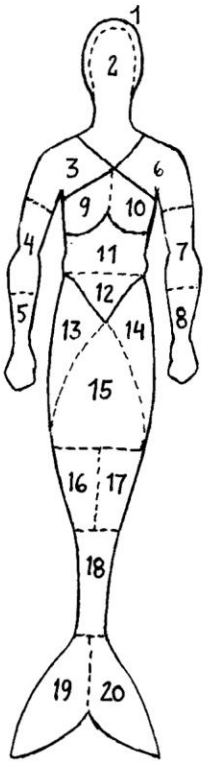
10.1 Creature hit points

Location \ Creature	Birds	Centaurs	Crocodiles	Dragons	Elephants	Four legged creatures[1]	Four legged creatures[2]	Griffins	Humanoids	Lizardmen	Merfolk	Sharks	Snakes	Spiders
Trunk					3									
Head	4	3	8		8	6	8	4	6	6	6	8	4	4
Arm		3							6	6	6			
Wing	4							4						
Chest		6							12	12	12			
Abdomen		4							8	8	8			
Forepart	10	12	12		12	12	12	10				12		
Backpart	8	8	8		8	8	8	8				10	10	8
Fin												2		
Talon	4							4						
Leg		4	6		8	6	8	6	10	10				1
Tail			10							6	12	12	3	

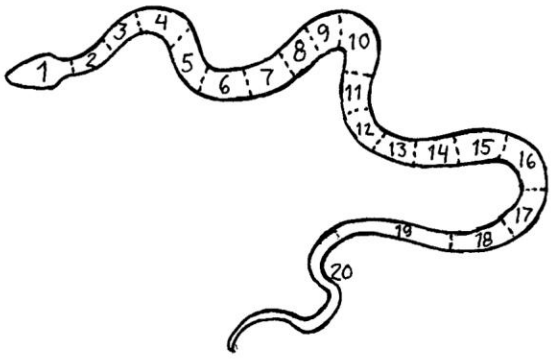
1. Cattle, deer, dogs, horses. 2. Bears, cats, pigs.



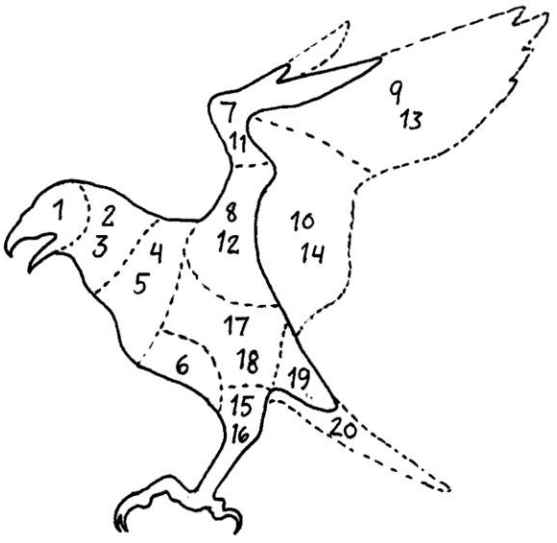
Humanoid



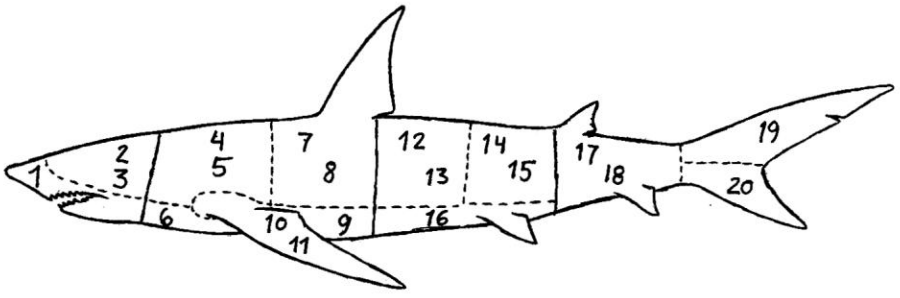
Merfolk



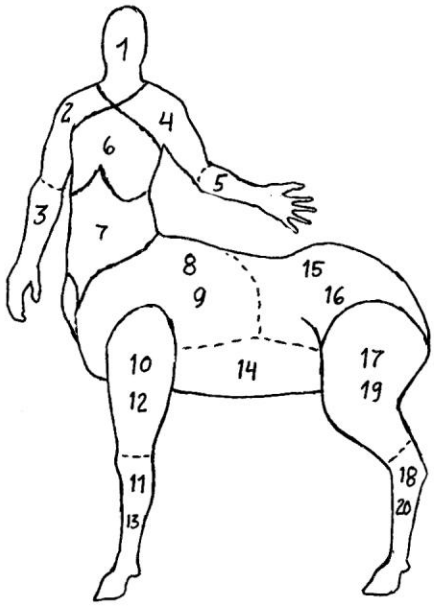
Snake



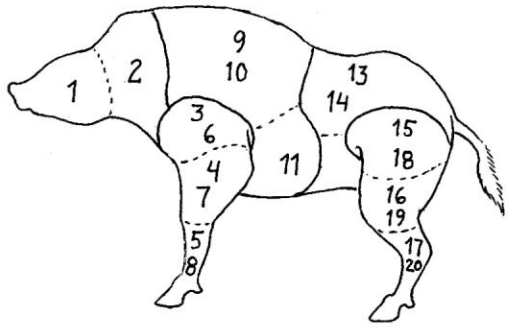
Bird



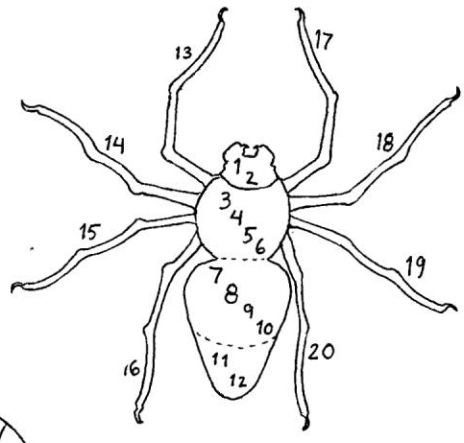
Fish



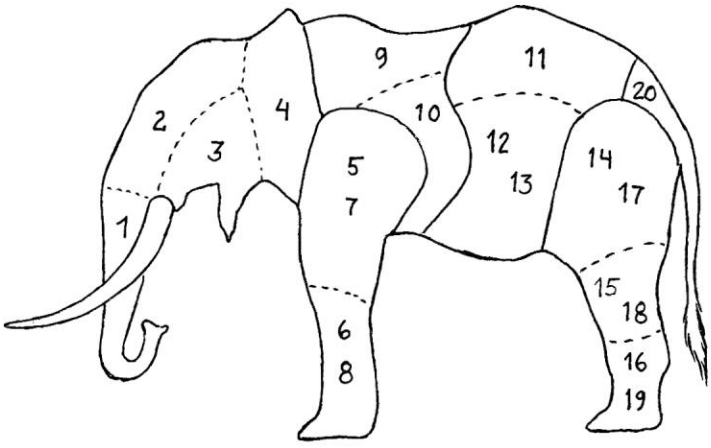
Centaur



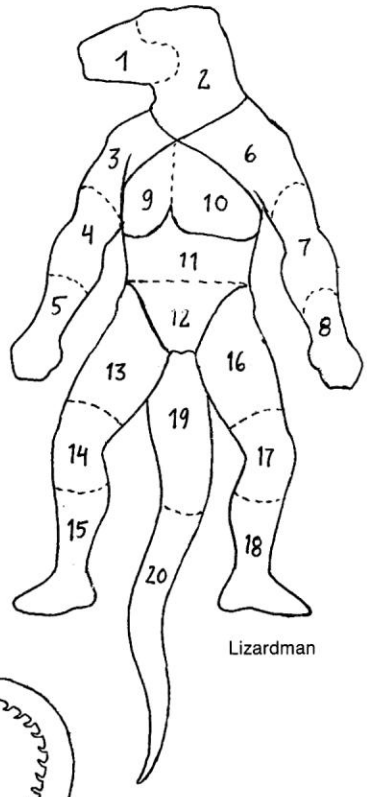
Four-legged creature



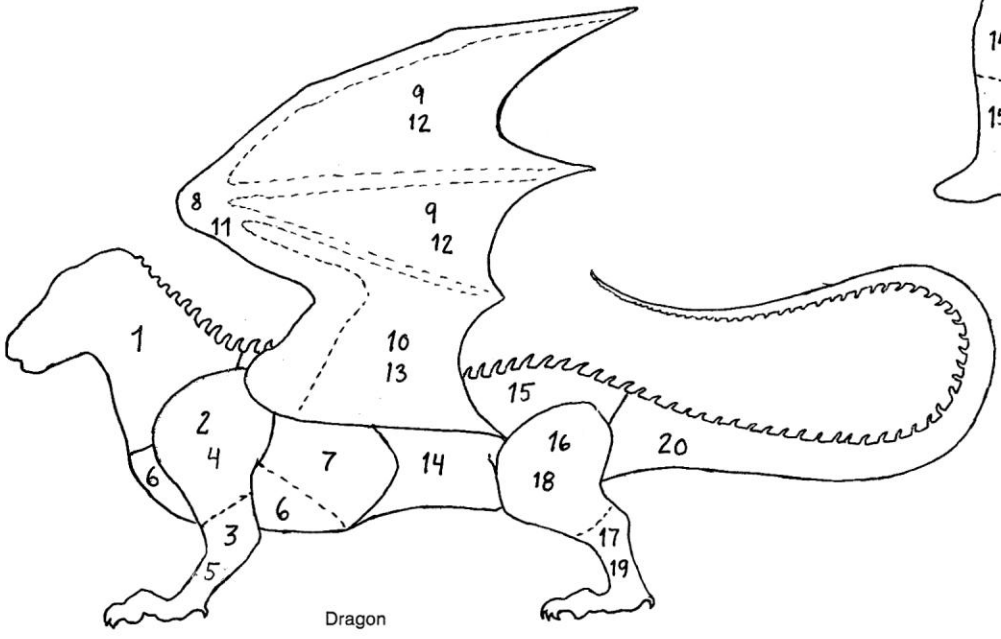
Spider



Elephant



Lizardman



Dragon

10.2 Intelligent creatures

10.2 Intelligent creatures								
Attributes \ Creature	Centaur	Dwarf	Elf	Giant	Goblin	Lizard man	Merfolk	Ogre
Height: Minimum	220	110	140	260	90	170	150	175
Average	250	130	160	300	110	190	170	200
Maximum	280	150	180	340	130	210	190	225
Female	-10	-5	-10	-20	-5	-10	-5	-5
Weight: Minimum	350	40	25	400	20	80	45	90
Average	400	60	45	450	35	110	65	120
Maximum	450	80	65	500	50	140	80	150
Female	-30	-5	-10	-30	-5	-20	-5	-10
PAR								
Strength: Male	24	24	12	100	12	30	24	30
Female	20	20	8	80	10	20	20	26
Health	6	6	6	4	4	6	8	4
Endurance	36	24	24	16	24	24	24	20
Coordination	20	16	26	12	24	16	24	16
Manual Dexterity	16	20	24	12	24	10	16	12
Handedness	4	4	4	4	8	4	2	4
% Lefthanded	5	10	5	10	70	2	5	5
Learning	16	16	24	16	14	12	16	12
Willpower	16	30	24	16	16	20	16	16
Awareness	20	16	30	16	34	16	16	16
Artistic Creativity	24	24	26	16	24	12	20	16
Musicality	26	12	26	16	24	12	30	16
Maturity	15	20	50	30	20	10	20	10
Age	80	200	500	200	100	60	150	50
Peak	20	25	50	40	20	20	25	15
Decrease Rate	5	15	30	15	7	4	10	4
Average current								
Strength: Male	25	25	8	100	8	25	30	25
Female	20	20	5	75	7	15	25	20
Health	16	16	16	11	11	16	21	11
Endurance	35	25	25	15	30	20	30	20
Coordination	15	15	35	10	20	12	25	12
Manual Dexterity	10	20	30	10	20	5	10	8
Handedness	11	11	11	11	21	11	6	11
Learning	10	10	25	10	10	5	10	5
Willpower[1]	12	30	20	12	10	15	15	15
Awareness	18	10	40	15	45	10	15	12
Artistic Creativity	20	25	35	10	20	5	20	8
Musicality	35	8	35	10	20	5	35	8
Move	150	50	70	80	60	45	100	70
Climbing			25		25			
Dodge		10	20	15	20		15	
Hide	5	10	35	5	30	10	15	10
Melee weapon	10	15	20	10	10	15	15	10
Missile weapon	15	10	25	15	20	10	20	
Move quietly	10	10	40	15	35	10	15	15
Play instrument	25		35		15		35	
Survival lore	10	10	25	15	25	10	10	10
Swimming	5		15			70	130	
Tracking	10	5	25	10	30		10	10

1. Female lizard men 8, female ogres 10.

Centaur

Physical description: Centaurs are half horse, half human. The upper part of their body is human and thus they have six limbs. Due to their double body, they have two sets of intestines. They are omnivorous.

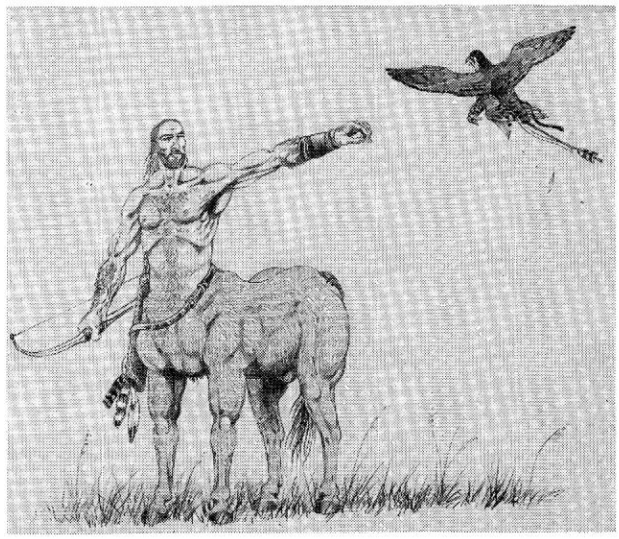
Clothing, arms and armor: Centaurs usually don't wear clothes. Some armor may be worn on their human body part and occasionally they wear horse barding when in battle. They often use heavy weapons such as heavy maces, clubs or spears. Bow and arrow is their favorite weapon.

Social structure: Social structure varies a great deal from lonely centaurs to small societies consisting of up to 50 members, usually with no strict rule systems. Larger societies are very rare. Families are humanlike but they never get twins.

Occupations: The main occupation among centaurs is hunting but some gather plants for food. In their spare time, they play instruments and sing or they compete in different sports.

Special skills: Centaurs are famous for their musicality and better flute players are hard to find, perhaps only among elves. They compose much music and make many poems. The following adjustments are made on the potential skills of centaurs: acrobatics★, climbing —30, diving —30, landing —20, move quietly★, riding —, skiing —30 and swimming —10.

Mental description: Centaurs are individualists and they often live by themselves. They love the freedom of nature and hate to be restricted in any way. This leads to their fear of indoor places. They never go inside a building or cave unless it is a matter of life and death. Centaurs love art and music as well as many types of sports. Often they compete with weapons as well as running or longjump.



Demon

Demons are popular creatures in modern fantasy as well as in old mythology. There have been many definitions of demons in the past. They have often been defined as terribly evil creatures from other worlds or dimensions. They are usually very powerful and potent magicians. In this game we define demons as any creature from another dimension. A character would be a demon if he or she was to travel to another dimension. They can be summoned by magic, like the summon demon ritual described under natural magic. Demons are not necessarily dangerous and powerful by this definition, although those summoned by wizards will usually be, as a summon demon ritual will hardly be wasted

on an other-dimensional rabbit. The fear of the unknown will often contribute to the belief that demons are powerful and evil man-eating creatures with a huge and strong body able to easily kill a human in one blow. This may well be true since such creatures often exist only in other worlds and summon demon rituals would be used mainly to attract such powerful beings. Thus demons are often referred to almost as beings with powers like demigods.

Since a demon could be anything from a cute squirrel to a mighty fear inducing giant, the GM is left with his or her own creations here.

Usually the summoner and the demon will be unable to understand each other since they most probably don't speak the same language. It would be useful for the summoner to learn the language of the demon or acquire an interpreter.

Dwarf

Physical description: Dwarfs are small but powerfully built humanoids. They are not usually pretty in human terms of beauty. Almost all male dwarfs have large beards.

Clothing, arms and armor: Dwarfs normally dress in whatever is practical. They prefer brown or gray colored sturdy clothes. They wear wool, leather or fur when the temperature is low. The weapons and armor made by dwarfs are exceptional and unique in quality. They specialize in all kinds of metal and stone work. The artistic metal work is seen especially on their armor and weapons but never at the expense of their practicallity. Metal armor is of course preferred but cuir-boullie is also accepted. The melee weapons mainly used are axes, maces and swords. As a missile weapon they use almost exclusively the crossbow. Throwing weapons are rarely used and then mostly throwing axes.

Social structure: Dwarfs usually live in caverns (often huge and complex) beneath the earth with societies of from twenty to more than a hundred. They have human-like families. The females seldom get pregnant and more than three or four children per family is rare. The societies are well organized but there are no strict social rank systems. Males outnumber females by two to one.

Occupations: Some dwarfs take care of the hunting while others will do some limited forms of farming such as growing mushrooms in small fields. Even though dwarfs hate water, they will fish, usually with nets in rivers. Some dwarfs will be traders if the society has contact with other intelligent creatures. There will be many dwarfs working with crafts such as smithing, sculpturing, leather working or gem cutting. Quite a few will also be miners, and all able bodied men will be members of the militia.

Special skills: Dwarfs are very proud of their work and they really specialize in what they do for a living. They will usually obtain very high skill since they become quite old.

Due to their small bodies, they must subtract 5 in riding when on a normal horse. Dwarfs have a dense body and a terrible fear of water so they have to subtract 20 from their potential swimming skill.

Mental description: Dwarfs are very stubborn by nature. They have a very high combat morale and they seldom surrender. They love to work as they know there are rewards for their hard labor. Dwarfs are greedy and they seldom give up anything for nothing and especially not if it is precious metal or gems. They are very fond of food and drink and there are often food orgies among dwarfs.

Elf

Physical description: Elves look like humans except that they are a bit smaller and more slender. They are recognized by their pointed ears and their cats eyes. Elves are superior to humans in just about all aspects. They are everything the humans could dream of being, they are gracious, intelligent, tough, joyful, artistic and they live a long life. They have everything except physical strength.

Clothing, arms and armor: Elves wear clothes of very good quality, often in colors which blend with nature. They often secure their clothes by roping them around the lower parts of the arms and legs as well as around their waist. The only armor they wear, except when in battle, is soft leather. In battle they may wear any sort of armor as long as it is not too heavy and the quality is superb, but they often discard armor in favour of greater maneuverability. They often prefer chain armor as it is easy to move in.

Elves use weapons that are slender like their bodies and gracious like their movements. Swords and spears are common as melee weapons. Bows are the main missile weapon used.

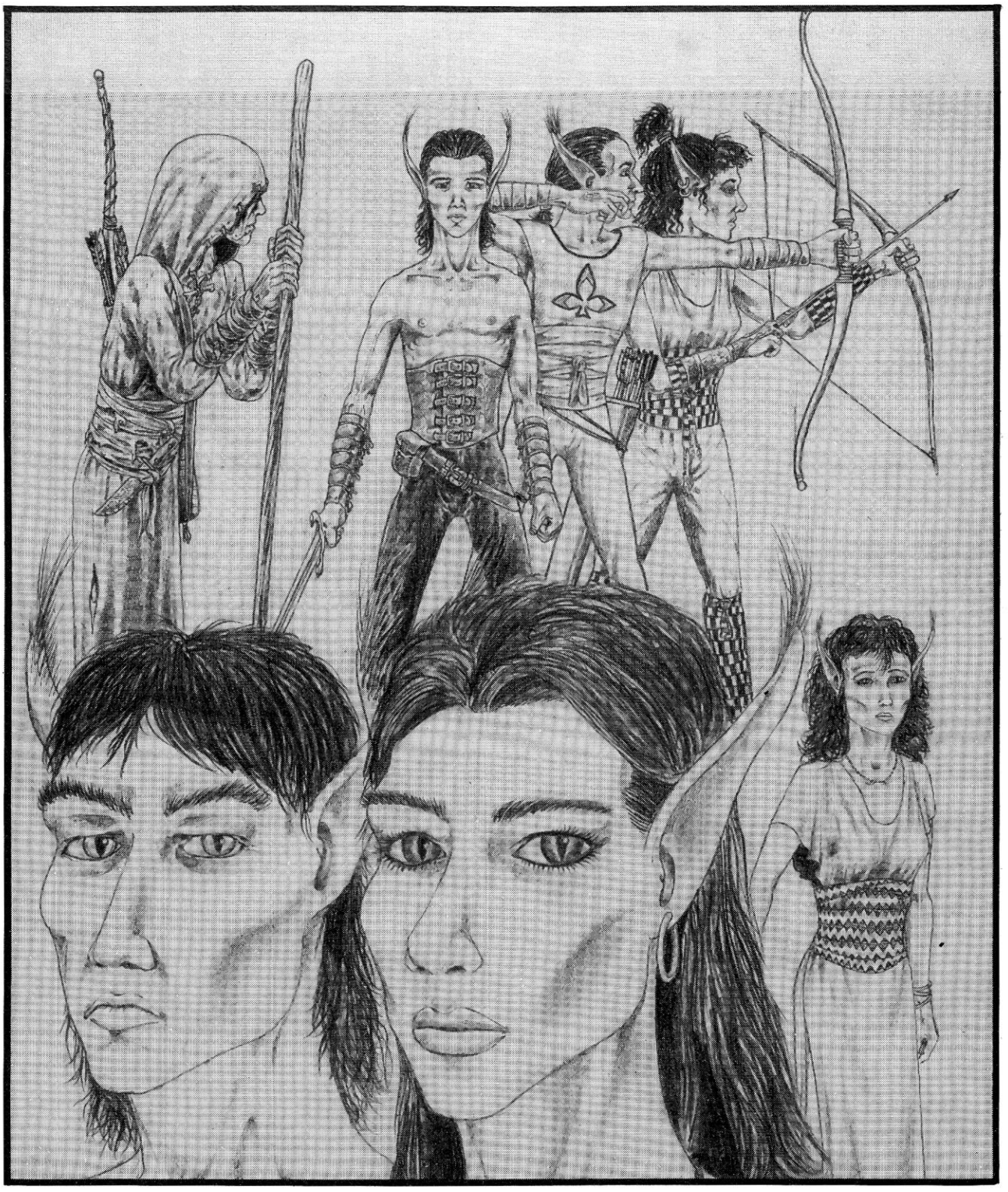
Social structure: Elves live in forest regions where the nature is beautiful and the landscape inspires their creativity. They live in small organized groups or societies. Families are always lasting. Pregnancy is very rare, and they never get twins.

Occupations: Some elves are hunters, others gather edible plants as they eat a lot of vegetables. Many have their own speciality in craft or music. There are many craftsmen such as fletchers, tanners, tailors and bow makers among elves. There are also many exceptional poets, singers and other musicians. The common denominator among them is that they really know what they do, they specialize. As they live a long life, many learn magic on their way, magic that makes life more interesting and joyful.

Special skills: Elves generally have a high current in special awarenesses and skills pertaining to forest life.

Mental description: Elves are very close to nature. They protect it and all the animals living in it. Therefore they are very careful with the use of fire in forests. Elves are a very joyful and happy people. They sing and dance through their lives and they look at life as an interesting and cheerful game to play. They seldom get angry or sorrowful. This casual viewpoint often conflicts with that of many humans.

Elves, 450 and 200 years old



Giant

Physical description: Giants are a race of huge humans. Since they are a great deal larger than normal humans, they are more powerfully built so as to keep their bodies upright and movable. They have large feet to keep their balance. Their large bodies make the giants less coordinated and slow moving.

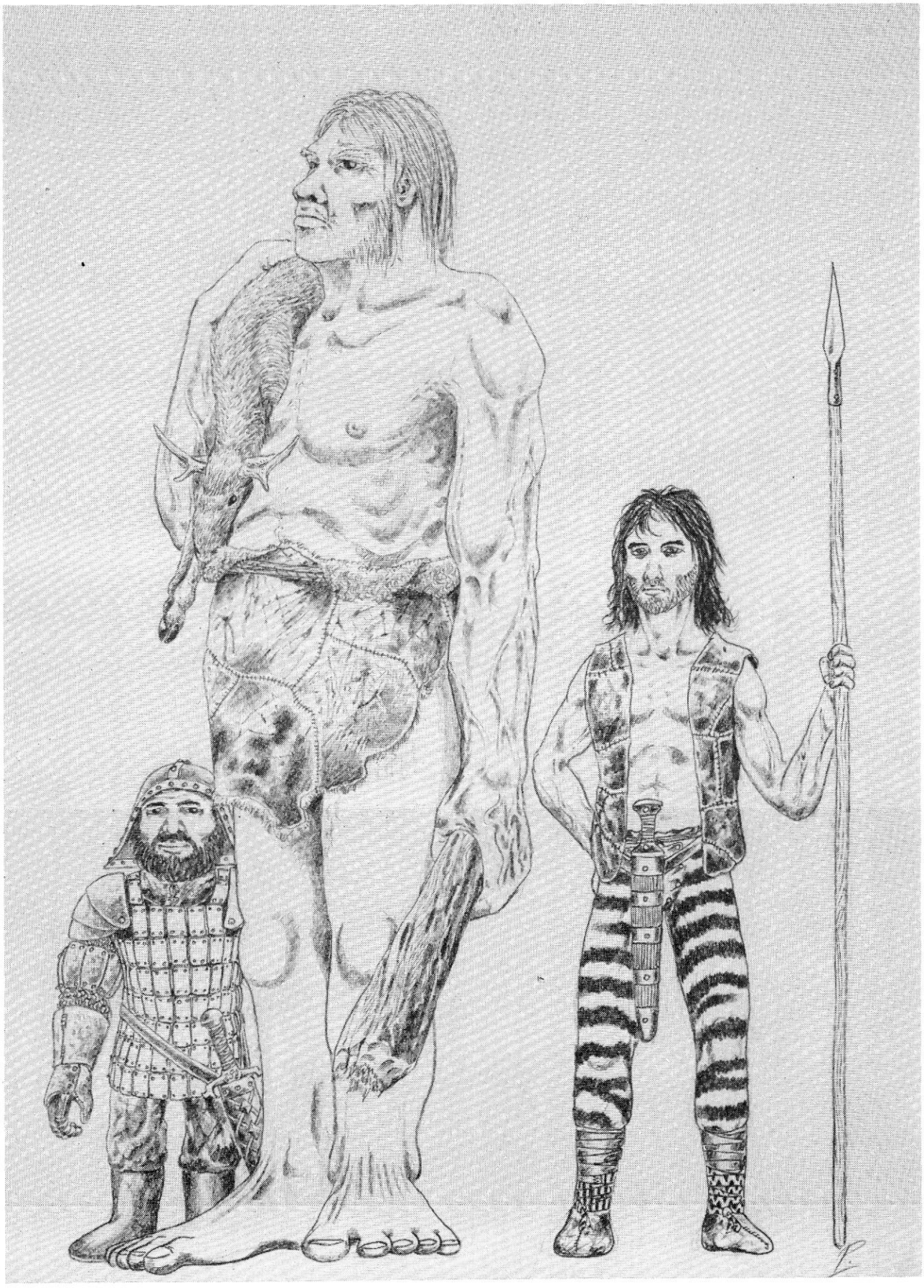
Clothing, arms and armor: Normal clothes are furs only to keep themselves warm. Armor is rarely worn. Soft or hard leather protecting vital locations in combat. Giants use spears for hunting and sometimes large clubs when in melee combat. Metal weapons are very rare. Some throwing weapons, usually rocks, may be used in hunting animals such as deer and boar.

Social structure: Giants are most often settled in small groups of 10-20, living in natural caverns or large huts. Families are arranged in the same manner as human families.

Occupations: Giants are usually hunters or gatherers.

Those who have contact with humans may also be trading some goods.

Mental description: Giants are calm beings. They seldom engage enemies in combat but instead they use other ways of solving disagreements.



Dwarf Giant Human

Goblin

Physical description: Goblins are small humanoids with exceptionally good senses due to a large nose, large ears and eyes. Since they have large pupils they are very sensitive to bright light (—10 to most skills in bright sunlight). They get no penalties in twilight, torchlight or moonlight and their vision in starlight is the same as for humans in moonlight. They have thin limbs with large hands, feet and a large head. Although they look slender, they are as strong as humans. Goblins are very dextrous but they have a strong right hand preference.

Clothing, arms and armor: Goblins usually wear all sorts of weird clothes. Various shapes, bright colors and funny hats but not always clean and shiny as they live beneath the earth. In combat they wear armor made from armor taken from their enemies. This often results in strange patchwork armor. As weapons, they use small maces, shortswords and daggers. Slings and small bows are used when hunting.

Social structure: Most groups live in caves beneath the surface of the earth. The groups have 20 members or more with families like humans. Goblins have no set rank systems and are much less organized than humans.

Occupations: Goblins hunt in groups by night. They are good trackers as their awareness is very high. Many goblins are kept busy digging caves while others take care of the food supply. Female goblins help to supply food by gathering edible plants. In their spare time goblins amuse themselves by dancing, singing and playing instruments, many of which are unknown to humans.

Special skills: Goblins are good miners and those who are trained as hunters will have hunting skills. Most goblins are good dancers and musicians. They are creatures from the element of earth, and so they hate swimming and must subtract 10 from their swimming potential.

Mental description: Goblins are mischievous by nature. They love the dark side of practical jokes. They are very importunate but not to the danger of their lives. They will fight any trespassers, protecting their families to the death if necessary. Goblins stay away from anything connected to light and sunshine.

Lizard men

Physical description: Lizard men (and women) are large, intelligent, humanoid reptiles. They have a long tail used to coordinate and speed up their swimming. Their skin is made up of small scales making the lizard men well protected. Since they are partially cold blooded creatures, they live only in temperate or preferably tropical climates. If the temerature drops below 15°C, they get slower and lose coordination. Per degree below 15°C they receive 1 in Status. Per degree below 10°C they receive 2 in Status. This makes it neccessary for the lizard men to sleep during cold winters as bears do.

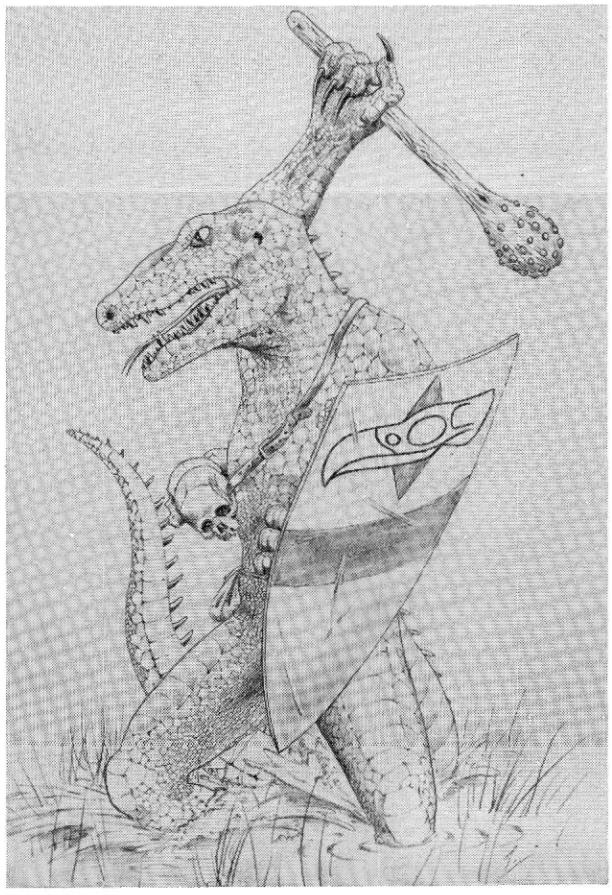
Clothing, arms and armor: Their strong skin serves as a protection of 2 armor points. In addition to this, they wear scale mail, cuir-boullie or similar armor when in combat. Their strong body allows them to be heavily armed and armored. Weapons like large maces, axes or slashing swords are preferred, often combined with a shield.

Social structure: The culture of lizard men is primitive and they rely heavily on brute force in solving problems. Male lizard men dominate totally and this is the reason why they are called lizard MEN. Females are rarely seen outside their own communities. A male may have 1 to 3 wives and 5 to 10 children are not uncommon. Their social rank system is often based on fighting skills alone.

Occupations: Lizard men are usually warriors and hunters. Females catch fish and small animals and gather plants when they are not busy taking care of the children.

Special skills: They can hold their breath for 30 minutes. The following adjustments are made on the potential skills of lizard men: acrobatics★, riding —10, swimming +50.

Mental description: Lizard men are rude and persistent and they almost never surrender. This makes them very dangerous opponents to fight. Females are more calm and caring as their lives are mostly devoted to raising children.



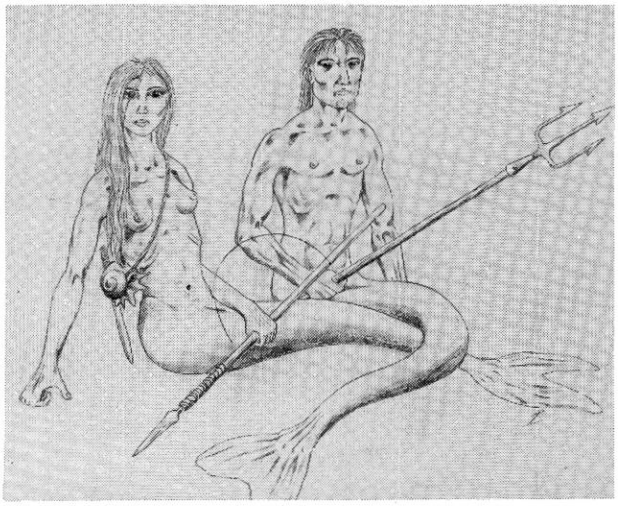
Merfolk

Physical description: Merfolk are half dolphin, half man with gills and lungs. They are generally very pretty compared to humans. They live in warm waters.

Clothing, arms and armor: They do not wear clothes or armor. They use weapons which are easy to handle under water like tridents, spears or daggers.

Social structure: They live in groups of 10-20 in underwater caves up to 30 meters below the surface. They usually have no set organized social systems. Pregnancy is unusual and lasts for 1 year. They never get more than one child per birth.

Occupations: Most merfolk are hunters preying on fish but they also gather sea-vegetables. They occasionally attack or steal from human fishermen and thus obtain most of their implements and metal equipment. They make lovely jewelry and other objects from corals.



An ugly couple

Special skills: They are able to dive down to 100 meters without complications. High musicality and artistic creativity make them wonderful composers and musicians. The musical instruments are made so as to work underwater, although they prefer to play in the as the acoustics are better. Legends tell of sailors who have been trapped by the beauty and the lovely tunes of the mermaids. The following adjustments are made on the potential skills of merfolk: acrobatics★, climbing —30, dancing★, dodge★, juggling —10, melee weapons★, missile weapons★, move quietly —10, riding —30, skiing —, swimming +100 and throwing★.

Mental description: Merfolk are shy and isolate their societies from the rest of the world. Their relation to dolphins is a good aid against many of the dangers in the sea.

Ogre

Physical description: Ogres are very much like the Neanderthals except that they are larger. Ogres are a primitive race and thus they rely heavily on physical attributes and skills.

Clothing, arms and armor: Ogres wear furs if anything. The furs are only to protect against cold and ogres living in warm climates usually don't wear clothes at all. The weapons used are spears for hunting and sometimes clubs for melee combat. They usually hunt small game with a sling.

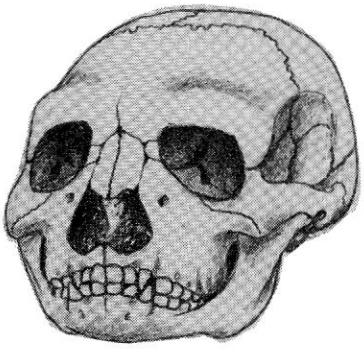
Social structure: Ogres usually live in tribes of from 20 to 50. Families are arranged so that for every male, there are from one to three females. There are usually 5 or 6 children within one family. Only male ogres hunt.

The females only raise the children, gather food and cook. Ogres live almost exclusively in natural caves.

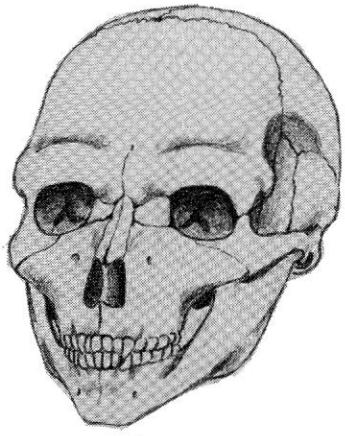
Occupations: Male ogres are hunters. They hunt small animals like rabbits as well as boars, bears, deer and other large prey.

Special skills: Male ogres possess the ordinary hunting skills like a missile weapon (sling or javelin), a melee weapon (spear or club), tracking, hide, move quietly etc. Each tribe will have at least one ogre with some medical lore and a couple of other knowledge skills like plant lore and poison lore. This person will usually also be a tribal priest or shaman who may possess some magic.

Mental description: Ogres are generally aggressive in nature and they fight very hard for survival whether the enemy is nature or beast. Trespassers will not be taken on lightly. Ogres have many supernatural beliefs that have no basis in reality. Any magic will have many arbitraries and will therefore be very time consuming and hard to learn.



Goblin



Elf

Ogre

10.3 Changed creatures

10.3 Changed creatures			
Attribute	Vampire	Werewolf	Zombie
Strength	+50	+20	x2
Health	$	+10	x2
Endurance	+20	+50	x2
Coordination	+20	+50	x1/2
Manual Dexterity		x1/2	x1/2
Learning			—
Willpower	+20	+20	—
Awareness	+20[1]	+30	1
Artistic Creativity			—
Musicality			—
Move	+25	+40	x1/10

$ Immune to poison and disease.

Vampire

Vampires are one of the most feared creatures of the night, ever. Many variations of the vampire have been told and here we have one, one which we find acceptable as it is based on reasonable explanations.

The vampire is a sort of "undead", not really living by normal terms. This will be explained further in this description. Vampires are pale humans with long canine teeth and red irises. They live on fresh blood preferably from humans. They are strong and enduring but get weak in the presence of running water and sunlight. Therefore, they stay up at night and stay in lethargy during the day. They dislike light but are not necessarily evil. To become a vampire one would have to be contaminated by the disease. Only humans and ogres may contract this disease. The disease takes effect after having been bitten thrice by a vampire. Then the victim will fall in coma for 7 days. He or she will then appear as if dead since there is practically no heart activity. People around will usually bury him or her in this belief. During the one week period and especially during the last 3 or 4 days, a transformation will take place. The victim will gradually lose all pigmentation and turn deathly pale. The irises will turn red and the canine teeth will grow. The hair will usually darken a little. All the attribute additions shown in table 10.2 Intelligent creatures will gradually take place during the last 3 days.

The character will then be a full vampire with all its advantages and drawbacks. After having become a vampire, the character will not age, nor will he or she be able to change the physical attributes by normal means. Vampires do not benefit from physical training and their physical attributes will not change by age or by lack of training. Skills and spiritual attributes are treated normally in all aspects.

A vampire can suspend all its body functions and stay in trance as long as it has a coffin with earth from its burial place (if it was buried after having been infected, otherwise dust from the place where it woke up after the 1 week transformation will do). While vampires are asleep they will sense any trespasser within ten meters whether it is a fox or a human. They may then decide to wake up the following night.

While awake, the vampire has its fatigue raised by 5 each day. Drinking blood will reduce this fatigue. Human blood will recover one fatigue point per dl. Blood from a human maiden will have double the effect while blood from other intelligent mammals will have only one fifth of the effect (5 dl to recover one in fatigue). Blood from unintelligent mammals will reduce the fatigue by one per liter. Human blood will act as a narcotic and make them psychologycally addicted to it.

Vampires recover one hit point per hour in each hit location and bleeding is reduced by 1 bleeding point per minute. If a limb is cut off, it will regenerate at the rate of one hit point per day. Example: An arm cut off will take eighteen days to regenerate as it requires eighteen hit points to chop it off. If the arm is cut off at the elbow, it will require only 9 days to regrow fully.

Vampires may not be poisoned and they do not contract any diseases.

Probably the most marvelous ability of a vampire is its ability to transform itself into a wolf at will. This transformation is similar to that of the werewolf except that it is more complete. The transformation takes 1 minute and increases the fatigue by 2 (the same when transforming back to a vampire). The vampire will keep all its attributes while in wolf shape. It still has all the vampire drawbacks and advantages. Due to the wolf's keen senses of smell and hearing, the Awareness is raised by 20.

Probably the most interesting aspect about vampires from the players point of view is their vulnerabilities. There are few ways to really kill a vampire and be certain that it will not regenerate itself. By hammering a wooden stake with a wooden hammer into its heart, it will stay dead. A vampire gets one tenth of a fatigue point per second when exposed to direct sunlight or running water. If the vampire is killed (by a wooden stake, sunlight or running water) while in wolf shape, it will instantly begin to transform back to a vampire but it will of course still be dead. Vampires hate garlic and get sick from the smell of it. Another way to protect oneself from vampires is by the use of a cross. Vampires will back off from a visible cross and not be able to attack the bearer of it.

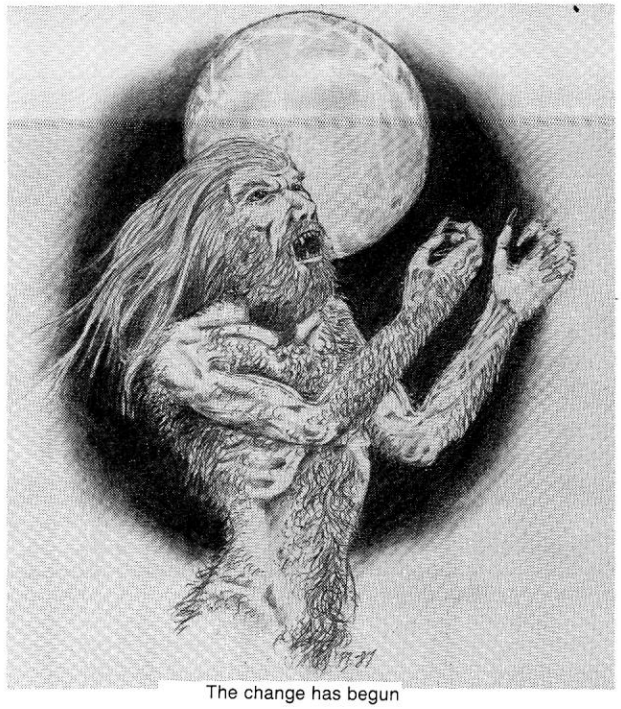
Once bitten...

Werewolf

Lycanthropy (shape-changing into a werewolf or another creature at full moon) is a disease caused by fresh saliva, by biting. The disease is described in chapter 8 POISON AND DISEASE with regard to incubation time etc. Only humans, giants and ogres may contract this disease. The result of lycanthropy is obvious every full moon (from rise to descent) when the infected character will change into a wolf-like creature. The transformation takes 10 minutes, and during this time the character will feel great pain. The shape-changing uses much energy from the body and this results in a fatigue increase of 5. After the character has changed into a wolf, he or she will have 5 in fatigue increase per hour due to heavy metabolism. This may be compensated by eating. The werewolf will subtract one from its fatigue per kilo of fresh meat devoured. The heavy metabolism will also change the body to a large degree, making it stronger, more enduring, quicker and so on. The Awareness is raised because of the wolf-like sense of smell and keen hearing. Whenever a werewolf encounters a warm-blooded creature, it must make a Willpower roll of 50 not to kill it. This may be modified by up to +10 if the encountered being is a loved one like its wife.

Werewolves will have their healing rate increased to 1 hit point of healing per hour in each wound. Bleeding will decrease 1 per minute per bleeding wound. Wounds and bleeding made by silver weapons are healed at normal rate.

The transformation back to human form takes 10 minutes and increases the fatigue by 5. In human form, the character will usually remember almost nothing from the time in wolf form.



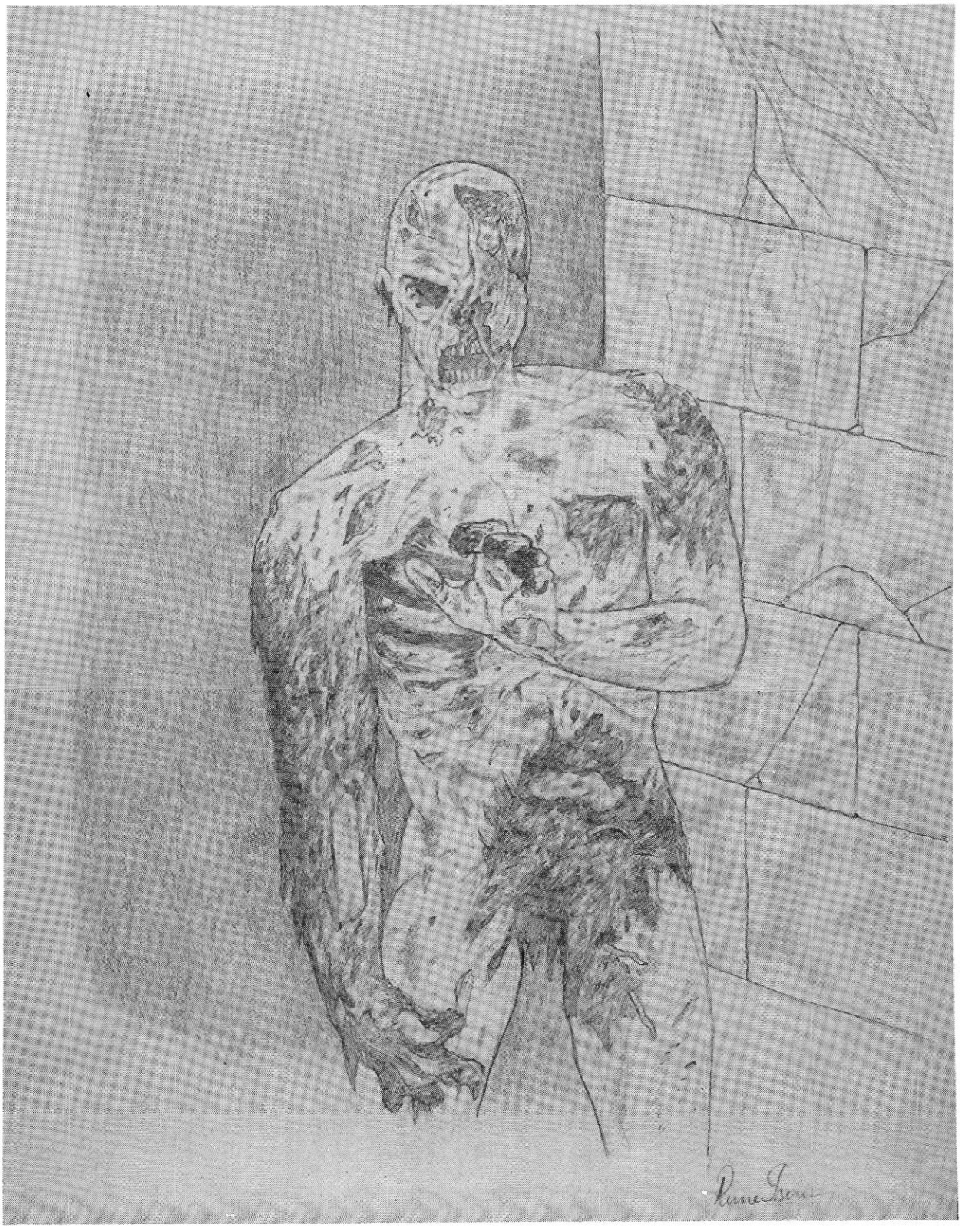
The change has begun

Zombie

Zombies are bodies without souls. Any body will do, from a giant or a human to a dog or a mouse. The spirit in the body must first leave it by freewill or by being forced out of it. This may be accomplished by the use of powerful magic. A body where the spirit has left due to heavy damage could be used, but only after being repaired. After having exteriorized the spirit,

a create zombie ritual must be cast on the body. This ritual will change the attributes of the body and preserve them so that they don't change by training or the lack of it. It also makes the body require very little food and then only when it is active. This would mean that you could store a zombie in a cellar somewhere for a couple of years and it would still attack an intruder. The ritual will destroy the brain so no spirits will be able to possess the body and control it except by the use of telekinesis. The body will start to slowly rot from the day it is "preserved". The rotting is of the same type as leprosy except that it attacks the whole body simultaneously and not the extremities first. The damage on a zombie is counted from —10 as they do not feel pain (there is no spirit to feel it). Also, a zombie will keep going until it reaches 50 in status. Then the body will cease to function permanently.

The spiritless body must be programed by a specific programing ritual to be able to perform any action. This could be a ritual that will enable the zombie to attack, guard a place or row a galley. Such a ritual will usually have a difficulty level of about 45 depending upon the complexity of the actions. Several programing rituals may be stacked in one zombie making it able to perform various tasks.



10.4 Animals

10.4 Animals

Attributes	Animal	Baboon	Chimpanzee	Gorilla	Cave bear	Brown bear	Condor	King eagle	Peregrine falcon	Sparrow hawk	Cave lion	Leopard	Lion, male	Lion, female	Tiger	African cape buffalo	Nile crocodile
Height:	Minimum	60	140	170	120	90					100	60	90	70	70	130	
	Average	80	160	190	140	100					120	70	100	85	90	150	
	Maximum	100	180	210	160	110					140	80	110	100	110	170	
	Female	-20	-10	-10	-10	-10											
Length:	Minimum				250	150	120	70	40	30	250	75	150	140	160	220	200
	Average				300	200	130	85	45	35	300	100	180	160	180	260	400
	Maximum				350	250	140	100	50	40	350	125	210	180	220	300	600
	Female				-30	-20											
Weight:	Minimum	25	40	170	650	150	6	2	0.6	0.3	250	40	150	90	120	600	50
	Average	35	60	190	800	250	8	4	0.8	0.5	300	60	180	130	200	800	300
	Maximum	45	80	210	950	350	10	6	1.0	0.6	350	80	210	170	280	1000	1000
	Female	-15	-10	-90	-100	-50											
Strength:	Minimum	20	30	60	105	75	6	3	0.8	0.4	60	15	50	35	50	75	10
	Average	30	40	80	140	100	8	4	1.0	0.5	80	25	65	45	65	100	50
	Maximum	40	50	100	175	125	10	5	1.2	0.6	100	35	80	55	80	125	100
	Female	-10	-10	--25	-20	-15											
Endurance	Minimum	10	15	4	7	10	6	7	10	15	15	10	6	15	15	10	6
	Average	15	20	7	10	15	8	10	15	20	20	20	8	20	20	15	8
	Maximum	20	25	10	13	20	10	13	20	25	25	30	10	25	25	20	10
Coordination:	Minimum	15	20	10	10	15	20	30	45	35	15	30	10	15	20	7	15
	Average	20	25	15	15	20	25	40	60	50	20	40	15	20	30	10	20
	Maximum	25	30	20	20	25	30	50	75	65	25	50	20	25	40	13	25
Learning		2.5	3	3	1.5	1.5	0.5	0.5	0.5	0.5	1.5	1.5	1.5	1.5	1.5	0.5	0.5
Willpower:	Minimum	15	4	4	7	7	10	7	6	6	7	20	7	7	7	20	7
	Average	20	8	8	10	10	15	10	8	8	10	25	10	10	10	25	10
	Maximum	25	12	12	13	13	20	13	10	10	13	30	13	13	13	30	13
Awareness:	Minimum	20	15	7	20	20	35	30	30	25	30	25	20	30	30	6	7
	Average	30	20	10	30	30	50	40	40	35	40	40	25	40	40	8	10
	Maximum	40	25	13	40	40	65	50	50	45	50	55	30	50	50	10	13
Age		30	35	30	35	35	30	30	30	30	20	20	25	25	20	25	55
Move		80	90	70	110	140	140	170	330	300	200	220	160	180	170	150	80
Armor points				2	3	2					2		1	1	1	3	$
Base Damage		1	1	1	5	4	4	3	1	1	10	8	10	10	10	7	10
Climbing		40	70	15		5						30	5	10	15		
Dodge		15	10	5	5	7	15	20	20	25	10	25	10	15	10	5	7
Hide		5	5	5	5	5					35	40	10	35	35		40
Move quietly		5	5	5	5	5					35	45	10	40	40		20
Unarmed		15	7	5	10	7	20	25	30	30	15	20	10	15	15	10	5
Wrestling		7	5	5													

$ 3 on the underside and 6 on the rest.

10.5 Animals

Attributes	Animal	Deer	Grant gazelle	Moose	Wolf	Dragon	African elephant	Griffin	Horse	Mule	Pig	Warthog	Wild boar	Rhinoceros	White shark	Black throat cobra	Rock python	Giant spider
Height:	Minimum	110	75	180	80	130	340	55	110	110	55	55	65	130				0.3
	Average	120	80	210	90	150	370	60	140	120	70	70	80	150				0.5
	Maximum	130	85	240	100	170	400	65	160	140	85	85	95	160				0.7
	Female	-10	-5	-20	-5	-10	-40	-5										
Length:	Minimum	190	130	240	110	700	650	110	200	200	120	120	120	300	300	140	300	0.5
	Average	220	140	270	140	800	700	130	260	220	150	150	160	340	600	150	400	1.0
	Maximum	250	150	300	160	900	750	150	300	260	180	180	210	380	1000	160	800	1.5
	Female	-30	-10	-20	-10	-50	-50	-10										
Weight:	Minimum	160	50	200	30	600	5t	40	200	200	100	80	100	1.0t	450	1.0	15	10
	Average	220	65	450	45	700	6t	50	300	240	140	90	200	1.4t	3.5t	1.5	30	30
	Maximum	280	80	700	60	1000	7t	60	600	300	180	100	300	1.8t	17t	2.0	250	70
	Female	-50	-10	-50	-10	-100	-1t	-10	-30	-30								
Strength:	Minimum	15	7	25	7	90	150	30	20	20	15	20	25	110	80	2	10	5
	Average	20	10	35	10	120	200	40	30	25	20	25	35	150	200	3	25	15
	Maximum	25	13	45	13	150	250	50	45	30	25	30	45	190	300	4	60	30
	Female	-5	-2	-5	-2	-20	-30	-10	-5	-5								
Endurance	Minimum	15	20	10	20	45	10	45	10	20	7	15	10	7	60	6	6	3
	Average	20	30	15	30	60	15	60	20	25	10	20	15	10	80	8	8	10
	Maximum	25	40	20	40	75	20	75	40	30	13	25	20	13	100	10	10	13
Coordination:	Minimum	15	20	7	15	15	6	20	15	15	7	7	7	7	10	20	15	15
	Average	20	30	10	20	20	8	30	20	20	10	10	10	10	15	30	20	20
	Maximum	25	40	13	25	25	10	40	25	25	13	13	13	13	20	40	25	25
Learning		0.5	0.5	0.5	2	5	2	2.5	1	1	1.5	1.5	1.5	0.5	0.1	0.1	0.1	0.1
Willpower:	Minimum	6	6	7	15	15	15	10	5	6	7	20	20	15	35	7	7	15
	Average	8	8	10	20	20	20	15	6	8	10	30	24	20	50	10	10	20
	Maximum	10	10	13	25	25	25	20	7	10	13	40	30	25	65	13	13	25
Awareness:	Minimum	20	25	20	20	15	10	35	15	20	6	15	7	7	20	10	7	7
	Average	25	35	25	30	20	15	50	20	25	8	20	10	10	25	15	10	10
	Maximum	30	45	30	40	25	20	65	25	30	10	25	13	13	30	20	13	13
Age		30	25	25	15	400	55	70	30	30	20	12	20	70	30	20	20	25
Move		170	220	110	140	200	110	180	150	130	100	130	130	110	170	80	30	130
Armor points		1		2	2	30[1]	8	2	1	1	2	2	3	8	6			3
Base Damage		6	6	4	5	15	10	8	3	3	3	5	4	10	15	1	1	10
Climbing																	20	10
Dodge		5	10	5	10	5		10	5	5	5	10	7		5	10		10
Hide		5		5	15			20			5	5	5			40	35	25
Move quietly		5		5	10			20			5	5	5			40	40	30
Unarmed		7	7	7	7	20[2]	5	15	5	5	3	5	5	5	3	50	5	10
Wrestling																$	15	

1. 10 on chest and abdomen. 2. + Breath: skill 30, damage 20. $ + Spit: skill 20, range 0.3. t = 1000kg

Apes

The apes are the most humanlike creatures alive on earth today and they are quite intelligent. There are many types and variations but we have included only the baboon, the chimpanzee and the gorilla.

Baboon

General description: The baboon is a heavy and powerfully built animal. The fur is olive-brown to gray, sometimes almost greenish. Males are darker than females and have a thick mane. The snout is long and doglike with powerful jaws and long chainteeth. The low, wrinkled brow, high, large cheek-bones and light brown eyes give the baboon a notorious, suspicious and aggressive expression. The face is slate-gray. Babies have black fur.

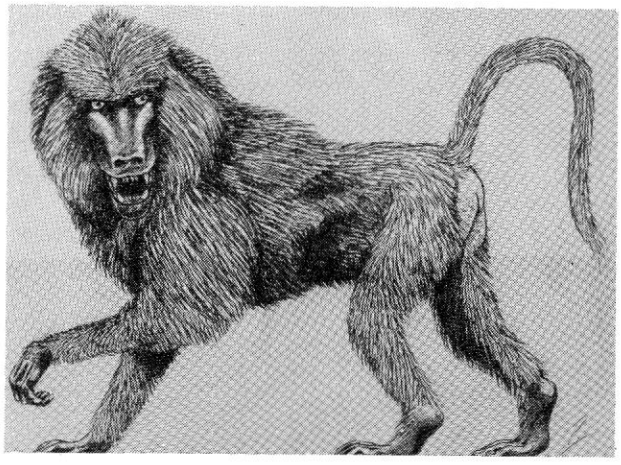
Baboons usually live in rough, hilly terrain and mostly on the ground.

Social structure: The baboons live in groups of up to 50 members, mainly females and youngsters. They have a very strict social rank system. The group is dominated by 2-5 old males, assisted by some younger males. The males task is to defend the group. All other members of the group pay them great respect.

Hunting methods / diet: The baboons eat fresh grass, roots, berries, seeds, insects, eggs, small lizards and even small antelopes at times. As most primates, the baboon is usually herbivorous, but some individuals tend to kill and eat young antelopes and the like.

Special skills: Baboons are skilful cliff climbers.

Mental description: The baboon is an extraordinarily aggressive animal. Instead of fleeing (baboons are quite slow runners) the males will fight any enemy, even leopards. Baboons are known to literally tear the large cat to pieces. Females and youngsters will meanwhile flee into a tree. Even though the baboons are rather intelligent, they are usually too savage to be easily tamed.



Chimpanzee

General description: The chimp is like a small, grotesque but yet extremely quick and well coordinated human. It has brown eyes, a flat nose, an expressive face, a heavily built torso and long arms. The fur is black or dark brown. Old males will get silver-gray fur on the chest.

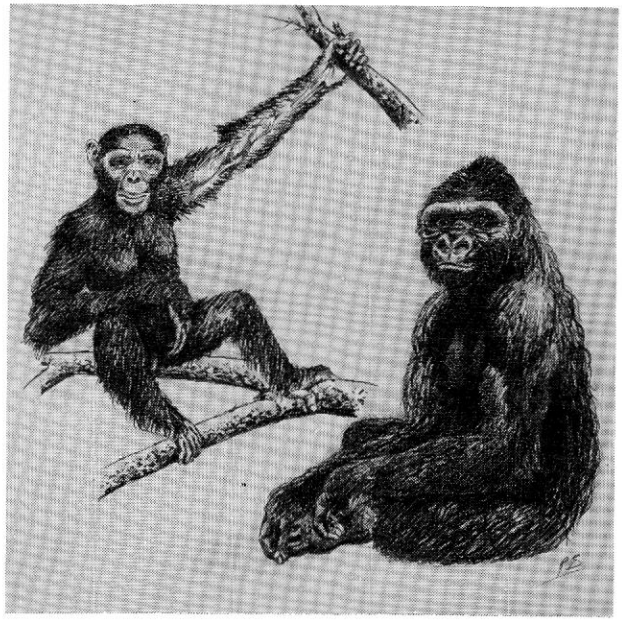
Most chimpanzees live in forests but some live on the savannas.

Social structure: Family bands consist of about 2-8 members but they often join other bands (not more than 40 members in one herd). It is impossible not to hear a flock of chimpanzees within some 2 kilometers. They scream, shout and drum on trees. The chimps are very gregarious.

Hunting methods / diet: The chimpanzees are essentially vegetarians. They eat fruits, leaves, shoots and buds. They will also kill and eat smaller animals, such as young antelopes and baboons.

Special skills: Banana peeling. They may occasionally be passionate smokers. Chimps are just as much at home on the ground as in the trees.

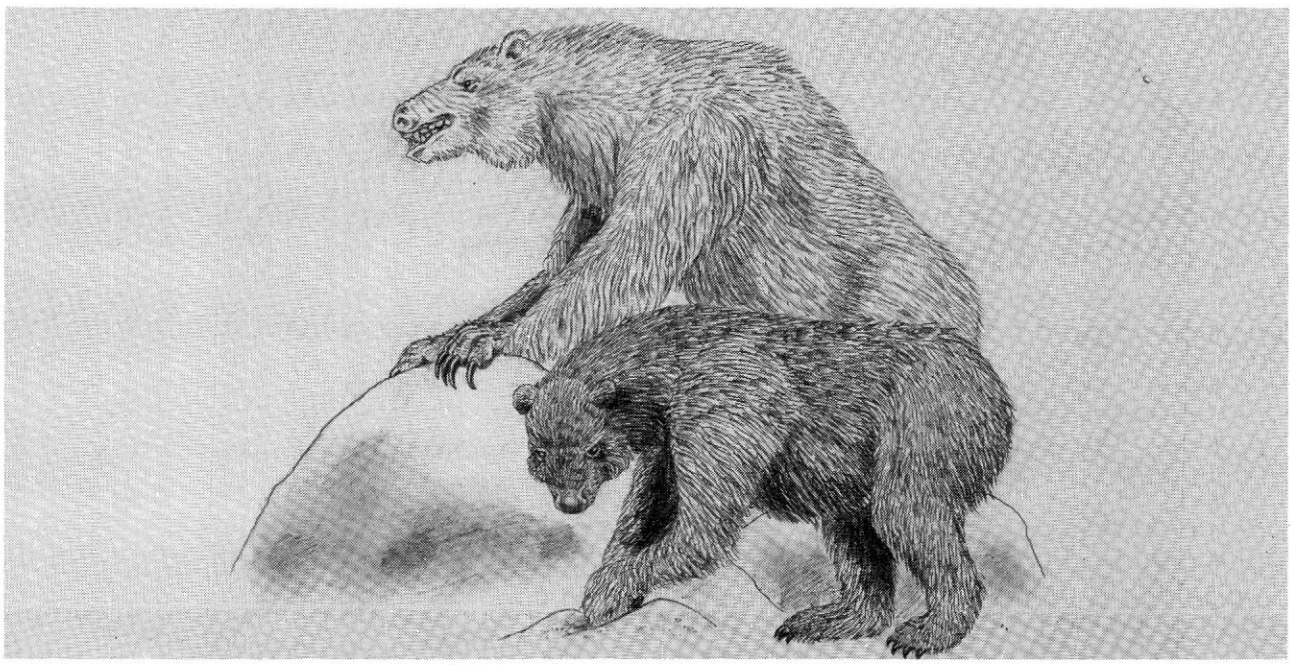
Mental description: Chimpanzees are very bright apes. They are lively and playful, but they usually fear humans. Being eager to learn and having a great deal of imagination, they can, only by watching, learn things such as controlling fire and handling simple tools (knives, maces etc.).



Chimpanzee Gorilla

Gorilla

General description: Gorillas are black or dark brown all over. With their slateblack face, the heavy brows, the high, pointed cranium, the enormous neck muscles and powerful jaws, the gorillas have a frightening appearance. Their gestures though, are very like those of humans. When surprised or attacked, the oldest male(s) will give an impressive show of strength and anger, but will usually not charge. Old males will heve silver gray backs. There are two types of gorillas, those who live along the mountain sides and those who live in lower areas close to the sea. Both are found in forests.
Social structure: The gorilla is less gregarious than the chimps. Bands are about 15-20 members, one or two old "silverbacks", 5-6 children, 6-7 females, 1-3 subadults and 2-3 young males.
Hunting methods / diet: The gorilla is strictly vegetarian. They eat young leaves, berries, bark, roots, grain and fruits.
Special skills: Gorillas will seldom climb trees due to their heavy body.
Mental description: Gorillas are very bright although they may seem a bit dumber than the chimp, because of their natural bashfulness. Gorillas are extremely peaceful and patient. If the leaders are killed, they will stop defending themselves and just lie down and cover their heads with their arms. If treated with respect and politeness, gorillas will to some degree respect the presence of humans.



Cave bear Brown bear

Bears

The brown bear is the most common of bears today. The cave bear is also included but this is really a prehistoric animal.

Cave bear

General description: The cave bear is very like a brown bear, but larger and not so agile. Its fur is thicker and usually slate gray.
Social structure: As brown bear.
Hunting methods / diet: Cave bears are primarily herbivorous, but will kill and eat easy prey, such as mice, ants and sick or old animals.
Special skills: Cave bears won't climb because of their weight.
Mental description: As brown bear.

Brown bear

General description: The brown bear shows a great amount of individual variation. The fur varies from dark earth-brown to sand yellow. It is usually darker in the autumn. The size varies just as much as the color. Despite its heavy and powerful body, it is very agile. The bear is very dextrous. Most bears are "right-pawed". Bears are found in many terrains and especially in woods.
Social structure: The brown bear is solitary, but the female may be accompanied by one or usually two cubs.

Hunting methods / diet: The bear is omnivorous but prefers berries and fruits. In spring-time it hunts a great deal. It prefers fresh meat, but will also eat carcasses. Bears may kill animals as large as a moose. Their favorite food is honey.
Special skills: Smaller bears are good climbers, but large bears tend to stay on the ground due to their weight.
Mental description: The bear is an intelligent beast, and its behavior is often surprisingly humanlike. Bears will usually cause no problems for humans. They are peaceful and playful and will not attack unless hurt, threatened or extremely hungry. Females with cubs will be very jumpy, and may attack without reason. The bear will seldom rise on two when attacking.

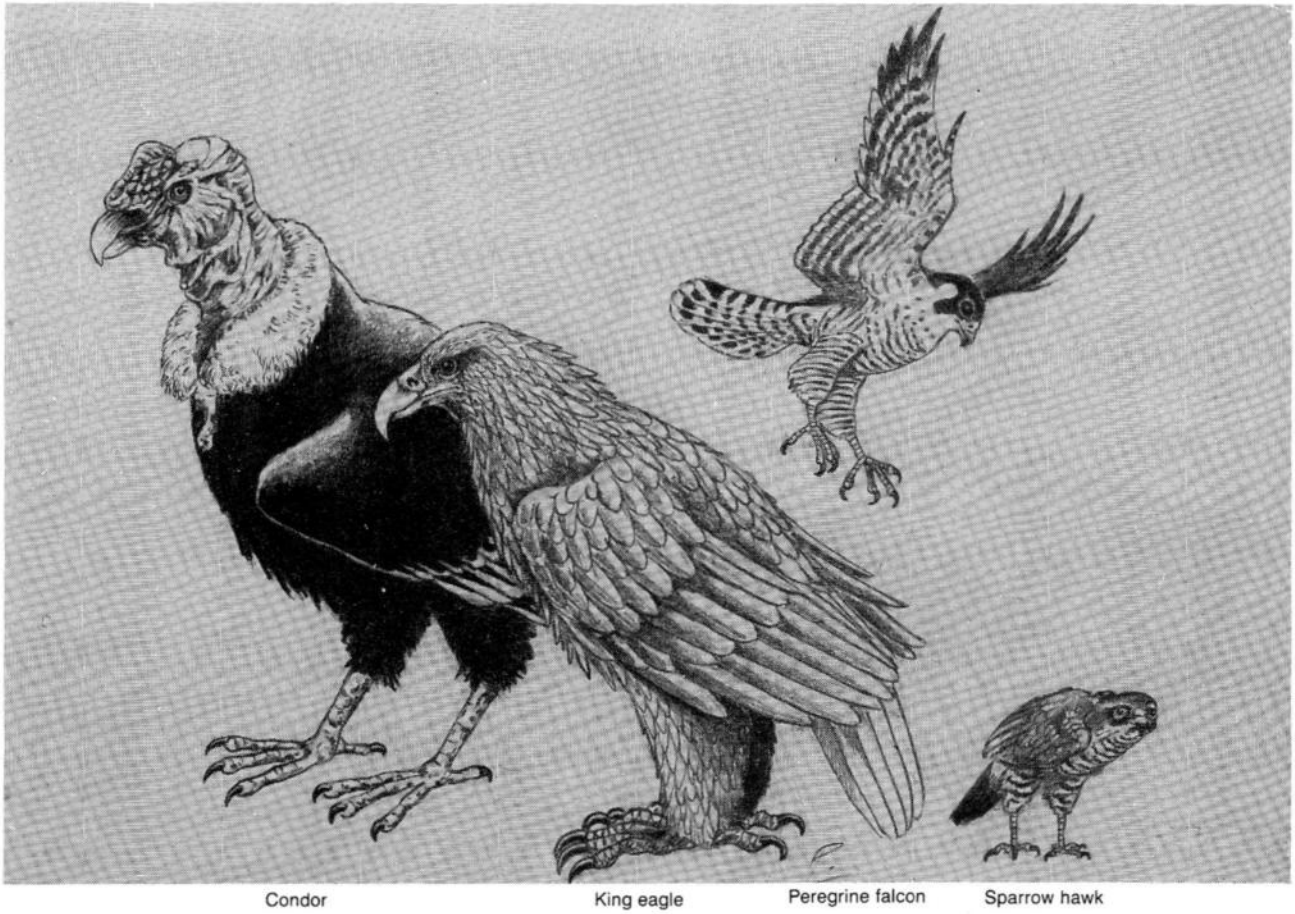
Birds

Condor

General description: The condor is the worlds largest bird of prey. The body is shiny black and the wings are rounded. Females are somewhat smaller than the males. The head and the neck have gray-pink skin. The males have baggy skin over the beak and on the throat. Both sexes have a white collar around the base of the neck. The condor is usually found in mountain regions.
Social structure: Condors live in pairs.
Hunting methods / diet: The condor is a vulture and prefers carcasses, but will sometimes hunt as a king eagle.
Mental description: As king eagle, but more savage and shy.

King eagle

General description: The king eagle is a large and long winged eagle with quite a long tail. Adults are dark brown all over, sometimes with golden brown hood and neck. The beak and claws are extremely powerful. The king eagle is known for killing animals as large as wolves. It lives in mountains.
Social structure: King eagles live in pairs.
Hunting methods / diet: The king eagle will fly at great heights and look for prey or a carcass. If a prey is spotted, the eagle will dive with the wings tight to the body and set the powerful claws into its victim. King eagles usually hunt rabbits and young animals. They can carry a prey of up to 3 kg while flying. When attacking larger creatures, the king eagle will make a series of dive attacks.



Condor King eagle Peregrine falcon Sparrow hawk

Mental description: The king eagle has for centuries been trained to hunt and kill wolves by putting one claw over their snout and strangling them. In the wilderness, the king eagle is rather shy, but not directly afraid of humans. They will defend their nests with great courage. A couple will stick together for a lifetime.

Peregrine falcon

General description: This is perhaps the most beautiful bird of prey in the world. It has a black hood, a dark ash-gray back and a white breast with black stripes. Females are larger than the males. The tail is rather short and the wings are pointed.

The peregrine falcon lives in most terrains from forests and plains to mountains, especially near water.

Social structure: They are usually solitary, but a couple will cooperate on nest building and food fetching in the mating season.

Hunting methods / diet: The falcons are among the worlds fastest birds. They dive onto their prey from great heights. They are masters of air acrobatics and feed only on birds. In a dive they can reach a speed of about 300 km/h.

Mental description: The peregrine falcon is a smaller relative of the hunting falcon, and is often tamed and trained for hunting purposes. They are usually quite shy, but will defend their nest. The nest's placing is their best protection, as they are on inaccessible cliffs.

Sparrow hawk

General description: The sparrowhawk is a small gray bird the size of a pigeon. It is usually somewhat untidy in its appearance. Eyes and legs are yellow. The tail is long. The female is a bit larger than the male. Males breasts are red brown with black stripes, females have white breasts with black stripes. The back is slate gray. The wingtips are rounded. The sparrow hawk is found in most terrain types.

Social structure: They are solitary.

Hunting methods / diet: Sparrowhawks nourish mainly on small birds, which they pursue with great speed. They will often sit quietly on a branch and then suddenly lift off to pursue a passing prey. Another hunting method is to fly low above the ground in open landscape and take their prey by surprise.

Special skills: A sparrowhawk is able to maneuver fast even in deep forests.

Mental description: A sparrowhawk will easily become used to people and they are easy to tame. Wild sparrowhawks will usually not fear humans, but will defend killed prey or nests with great courage.

Cats

Under this heading we have included only some large cats. We have also included the cave lion even though it is a prehistoric animal.

Cave lion

General description: Being the largest of the great cats, the cave lion dwarfs even the enormous northern tigers. Its fur is long and gray-brown during the summer and yellow-brown in the winter. It has dark black-brown stripes over the rear of its back. It has black and white markings on the upper lip and above the eyes. Eyes are orange and paws and lower chest are slightly spotted. The cave lion has been extinct for 30,000-40,000 years.

Social structure: The cave lion is usually solitary, but if access to prey is good, 3-5 cave lions may hunt together.

Hunting methods / diet: It hunts mainly larger animals: boars, deer, moose or even bears. Humans are only hunted if the food supply is exstremely low. It usually moves slowly and silently as close to its prey as it can, then it will try to outrun its prey over a short distance and club it to the ground with its paw.

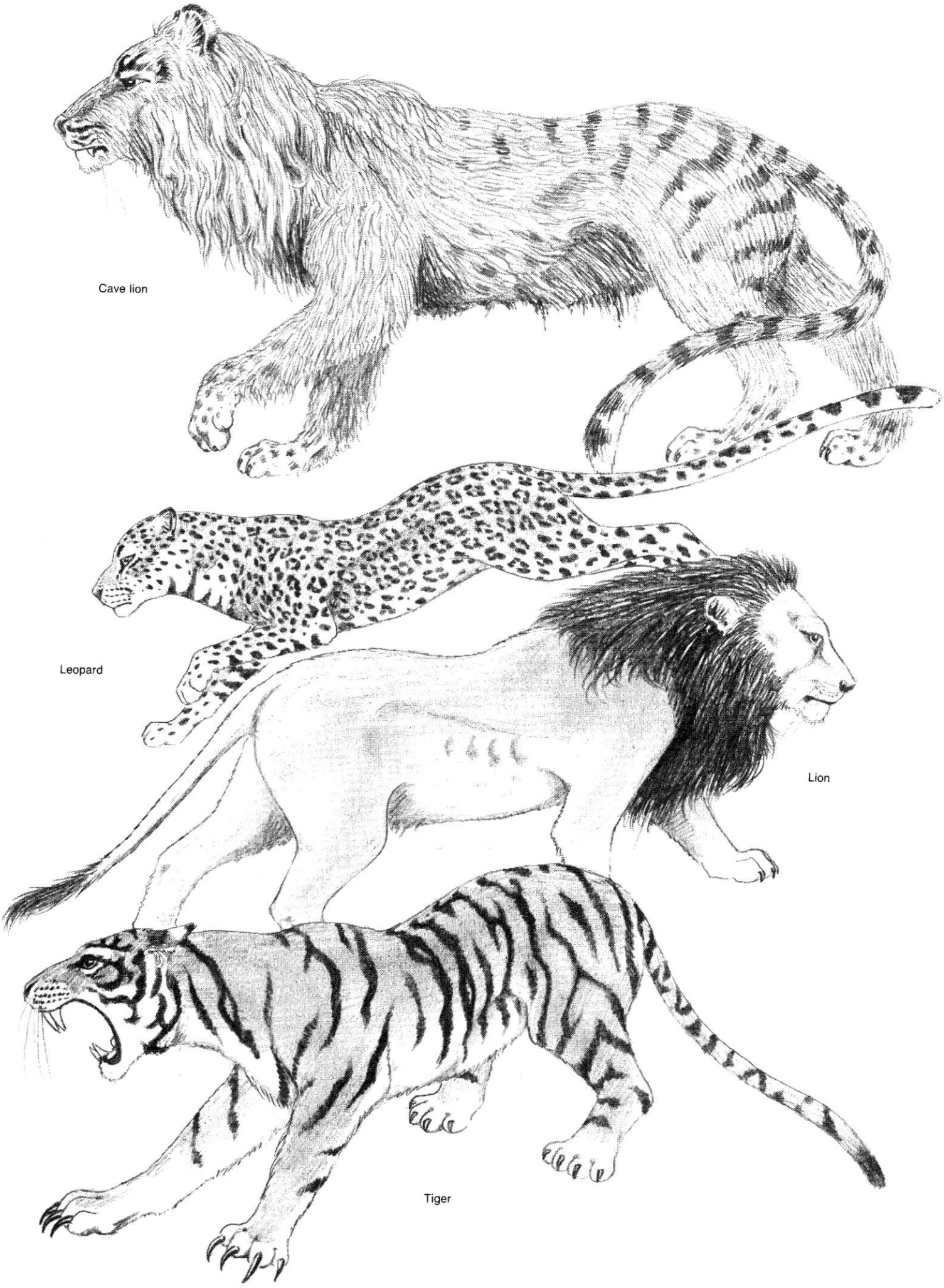
Mental description: As the tiger.

Leopard

General description: The leopard inhabits a lot of different areas, and therefore shows a great deal of individual variation from the 60kg, sand-yellow desert leopard to the foxbrown jungle leopard of about 100kg. Some jungle dwellers are totally black although one can see spots in their fur in bright sunlight. These are usually referred to as panthers. The leopard has exstremely long chainteeth. The leopard lives in jungles and plains as well as in mountain regions.

Social structure: The leopard is usually solitary but sometimes two or even three leopards can be seen cooperating.

Hunting methods / diet: The leopard will eat almost anything, from shrimps caught under stones in rivers to large antelopes of up to 200kg, but its favorite is apes. Leopards even kill crocodiles, gorillas, jackals, foxes, lion cubs and fish. The leopard also seems to


Cave lion
Leopard
Lion
Tiger

appreciate berries. It will usually lie in a tree until a prey comes along, and then attack like lightning, or it will hunt by moving around with great stealth.
Mental description: Despite its size, the leopard is the most dangerous of all the cats. It does not fear humans as other cats do, nor does it fear fire. It looks upon humans as any other prey. Farmers tell of leopards who on one single night killed 30 goats, only to drink their blood. A leopard with cubs will be extremely agressive.

Lion

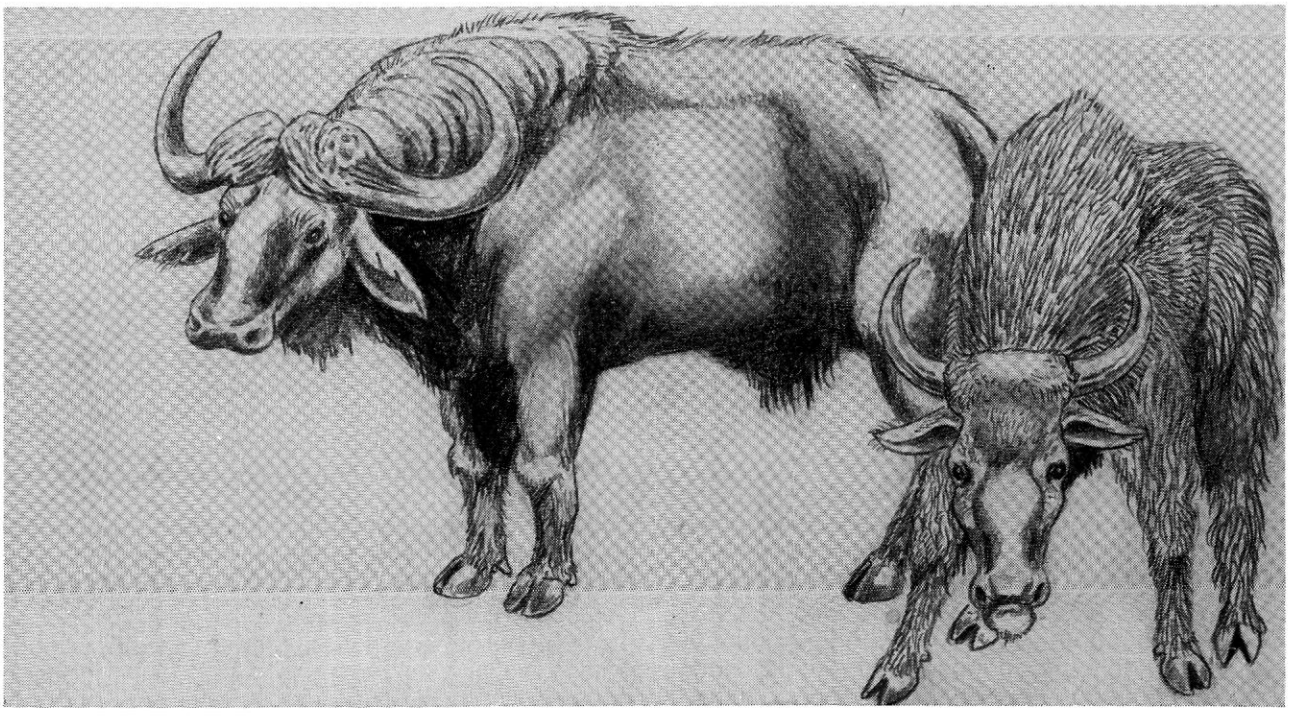
General description: The lion is said to be the king of animals. The male lion is a majestic animal and its strength is legendary. Its fur is brown and the male has a large mane. Lions live on savannas.
Social structure: Lions live in groups of 6-30 animals. The group consists mostly of females but also some young males and one or two adult males. One group controls a territory of up to 250 square km where no other lions are allowed.
Hunting methods / diet: Only the female lion hunts. It sneaks up on its victim and with a great jump, it attacks. The paw of a lion can kill an antelope and the jaws can penetrate the neck of a zebra. The lion usually eats large mammals and it is the only predator that shares its kill.
Mental description: The lion is probably the laziest animal on earth. An adult male lion rests for nearly 20 hours a day. The females hunt while the males preserve the security of the group.

Tiger

General description: There is a great deal of variation between the different subspecies of the tiger. The northern type is larger, with lighter skin and fewer stripes than the southern. Skin varies from fox red to sand yellow. A rare species has white fur with black stripes and cyan colored eyes. The largest northern tigers, who inhabit areas covered by snow up to 4 months a year, have a long, thick fur. Tigers, especially the southern, usually live in forests.
Social structure: Tigers are solitary.
Hunting methods / diet: A tiger hunts almost anything, but prefers deer, boars or antelopes when easier kills, such as cattle are not around. Old, wounded or in other ways weakened tigers tend to kill humans. Tigers are the only animal who regularly eat humans. A tiger will move silently towards its prey and outrun it over a distance of about 20-30 meters. The tiger is the only great cat who loves to bathe.
Mental description: The tiger prefers to hunt at night, but has no problems in daylight if the night shows no results. Cubs will stay with their mother for about 3 years. A female with young cubs will protect them fiercely. If hunted, the tiger will try to hide in the bushes. A wounded tiger will pretend to be dead until it can see a chance to kill or flee.

Cattle

Cattle includes anything from a buffalo to a bison or the more common domesticated cows and oxen. We

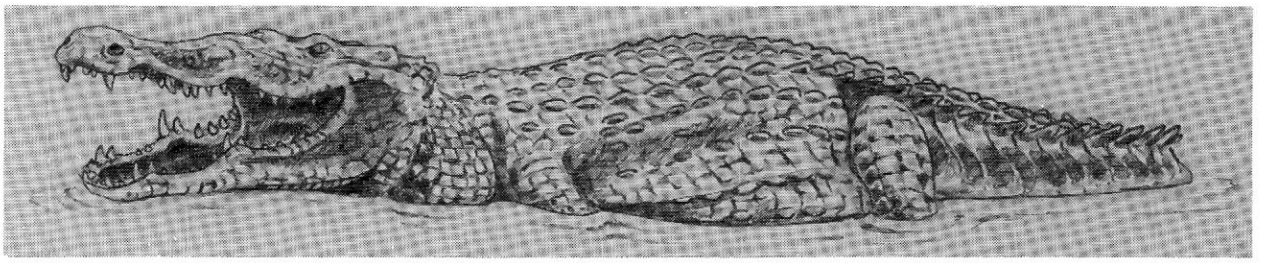


have chosen to describe the African cape buffalo and it is probably the most dangerous of the cattle. Other cattle will usually be somewhat smaller, have less Strength and be much less ferocious.

African cape buffalo

General description: The buffalo's black skin, powerfully built body, small dark eyes and curved horns, give a mighty impression. It will usually be covered by dust or mud and be surrounded by birds. Both cows and bulls have horns, which may be up to 150cm between the points. The males horns will usually be somewhat larger than the females horns. The African cape buffalo lives in rough or plain areas.
Social structure: The buffalo lives in groups of up to 100 members. Fully grown bulls usually live in groups of their own generally consisting of about 30 members. Each group is led by an experienced cow and not an ox.
Hunting methods / diet: The buffalo eats grass.
Mental description: Normally, a buffalo will try to escape a hunter in an open terrain, but in forests it will attack. If the buffalo is wounded, it will not flee, but try to find the hunter and kill him. They will also sometimes pretend to be dead, and suddenly come to life as the hunter approaches. When it attacks, the buffalo will hold its head high, so that it can see the target untill the last moment. If the herd is attacked, they will turn around and attack together.

Crocodile



Nile crocodile

General description: The crocodile has a frightening appearance with a flat and heavy body, short but strong legs and a long and powerful tail with two keels of pointed horn plates. The crocodile looks like a prehistoric heavily armored dinosaur. The nostrils, eyes and ears are placed on top of the skull so that a crocodile can lie totally hidden beneath the surface while still being fully aware of what is going on above the surface level. The crocodile has a well developed throat, and it can make many intricate noises. The crocodile can also breathe while eating. The skin varies from brown to gray while the abdomen is yellow. It continues to grow until it dies
Social structure: Crocodiles live in groups of up to 200. Males defend a small territory on the beach where they are resting and mating. Eggs are laid in deep buried nests on the beach. Each nest contains 15-45 eggs, which hatch after 3 months. Young crocodiles are well looked after by the females.
Hunting methods / diet: Crocodiles are strictly carnivorous, eating animals from chimps to zebras. When hunting large mammals it will lie hidden near the shore. As an antelope comes for a drink, two or three powerful slashes with the tail will bring it down. It will grab a leg of its prey and drag it into the water to drown it. The crocodile can run surprisingly fast over short distances.
Mental description: The crocodile likes to rest on the shore. Males will mark their territorial claims with roars and snarls, but will seldom fight. Females will protect any baby crocodile, and will be very alert as soon as a larger animal approaches. If the animal attempts any attack on the babies, the female will defend them fiercely. A crocodile is usually not afraid of humans, and will often kill unaware bathers or water fetchers.

Deer

Deer include anything from a moose to a deer or even a gazelle. The variations among deer are great and these will differ much from area to area.

Deer

General description: The torso of a deer is rather short and thick compared to its long legs and neck. The fur is grayish yellow with a dark brown to black stripe running along the back from the shoulders to the tail. Only bulls have horns, which are changed once a year. Each horn has got 1-12 points, depending on age and last years food supply.

The deer is usually found in hilly areas with leaf trees and often in cultivated areas.

Social structure: The deer is usually solitary, but in the mating season (the autumn) deer will gather in herds of one male and up to 15 females. During the mating season the bull will not eat, losing weight and later its horns.

Hunting methods / diet: As the moose.

Mental description: A deer will, if possible, try to flee a human, but cows with calves will be very aggressive and so will the bull during the mating season.

Grant-gazelle

General description: The grant-gazelle is an exstremely light and elegant animal. The skin is sand-brown with a dark-brown to black ribbon at the side on the females. The inside of the legs and the underside of the body is white. The horns of males are bigger than those of females, being up to 80 cm long. Their metabolism is well suited for high temperatures and lack of water. They are found mainly on the plains.

Social structure: The grant-gazelle lives in large herds.

Hunting methods / diet: They eat mainly grass and occasionally leaves.

Mental description: The grant-gazelle is always alert and will flee as soon as a carnivore or humanoid appears. 2-3 day old calves will try to hide by pressing themselves to the ground. If a calf is threatened by some small carnivore that the gazelle can deal with, the gazelle will defend it fiercely. The male will help.

Moose

General description: The moose is a slim and somewhat bony animal. The fur is dark gray-brown with the underside of the body and lower part of the legs light gray. Only bulls have horns, which are changed once a year. The maximum length between horn tips is two meters. The horns may have from 3 to 12 points (per horn) depending on age and last years food supply.

The moose is found in needle-leaf forests, often with moist ground.

Social structure: The moose is solitary, but cows will often be accompanied by one or two calves.

Hunting methods / diet: They are vegetarian, eating leaves, grass, shoots, water plants and in times of little food, bark.

Mental description: A moose will always try to flee, but will fight to its death if escape is impossible. Cows are very aggressive as long as the calves are still young. If a calf is touched by a human, the cow will leave it behind.

Dogs

Most of you are probably acquainted with many dog races. We have not made any attempt to separate the different dogs with their own attributes as this is rather insignificant. We have instead included one dog race, the wolf. For other races, the GM should just modify the wolf.

Wardogs are dogs tamed and trained for combat. They are taught to be very aggressive and to attack on command. Wardogs often wear armor to protect their vital hit locations, especially the throat.

Wolf

General description: The wolf is a wild dog race that is famous for its strength, courage and persistence. The fur is dark gray to white. Wolves are mostly found in forests.

Social structure: The wolf is a very sociable animal. They live in separate families or in groups of two or

Moose

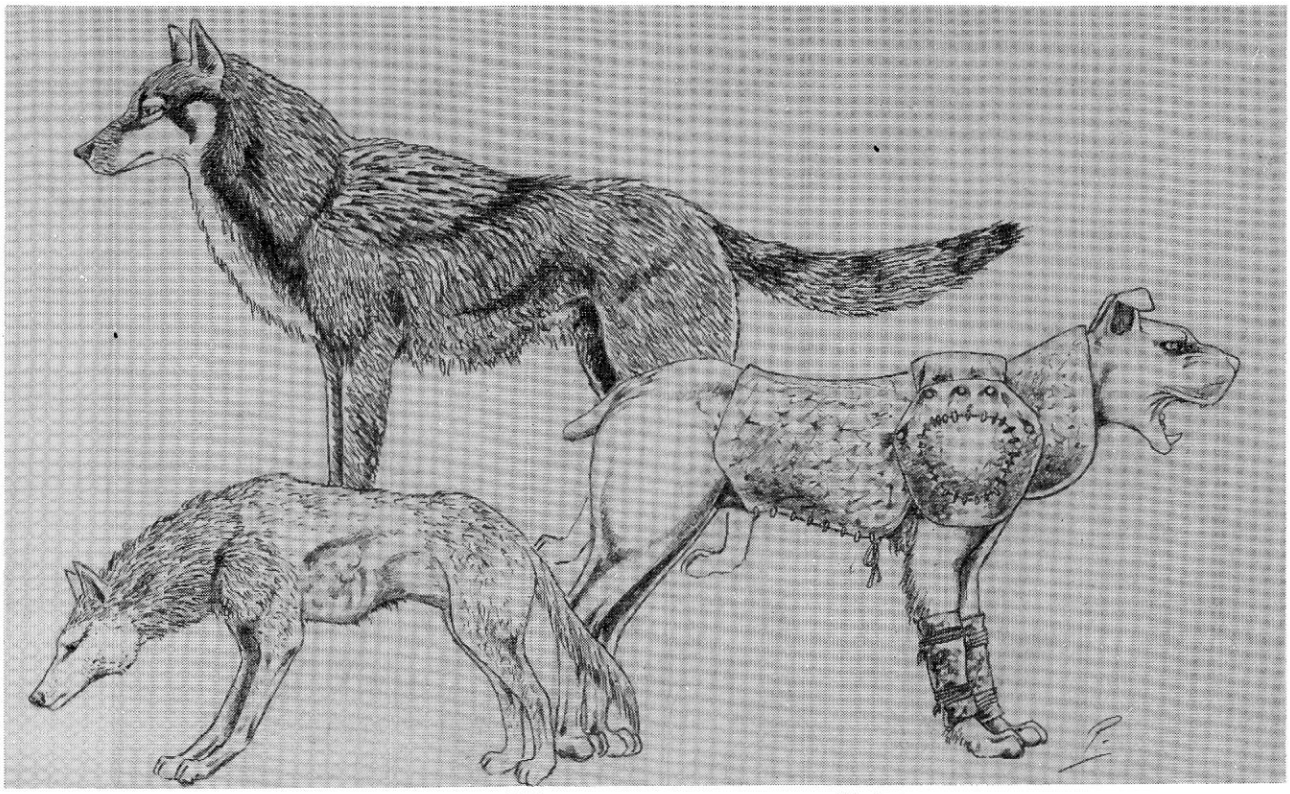
Deer

Grant gazelle

three couples and their pups. In such a group, there rules a strict social rank system. There is one exclusive male leader and it stays with its dominant female. They get 4-7 pups per litter.

Hunting methods / diet: The wolf hunts in well organised packs. It eats anything from a mouse to a deer. Small rodents are its everyday food.

Mental description: The wolf is a sly and intelligent creature. It is actually not as dangerous as it is reputed to be. There are no reliable records of wolves ever attacking humans without provocation. There have been occasions where other dogs have attacked humans. Wolves are not easily tamed and they require at least 6 hours of exercise per day.



Dog Wolf Wardog

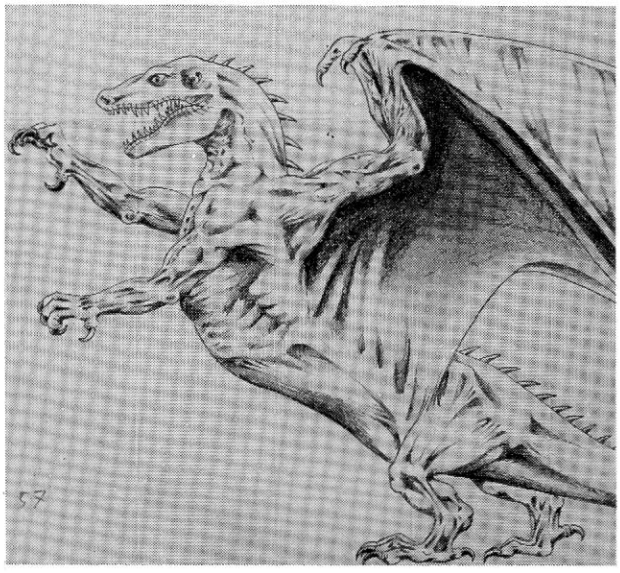
Dragon

General description: Dragons are probably the most famous of all fantasy creatures. They are large reptiles with wings and some of them are able to fly. Dragons appear frequently in oriental mythology as well as in western European medieval legends. The latter were usually unintelligent but cunning animals. In modern fantasy novels we quite often find very intelligent dragons. These are usually extremely powerful as they have high potential attributes and become very old, sometimes more than a thousand years. Common among most of the dragons is their ability to breathe fire. This makes them dangerous opponents to fight whether they are intelligent or not. We have included one type of unintelligent dragon just to give the GM an idea of their powers.

Social structure: Dragons are solitary creatures preying on other large animals such as deer, boars etc. They seldom lay eggs, but when they do, they become very aggressive and protect their offspring with their lives. The small dragons leave their parents a short time before they reach maturity. They usually settle in natural caves in high mountains.

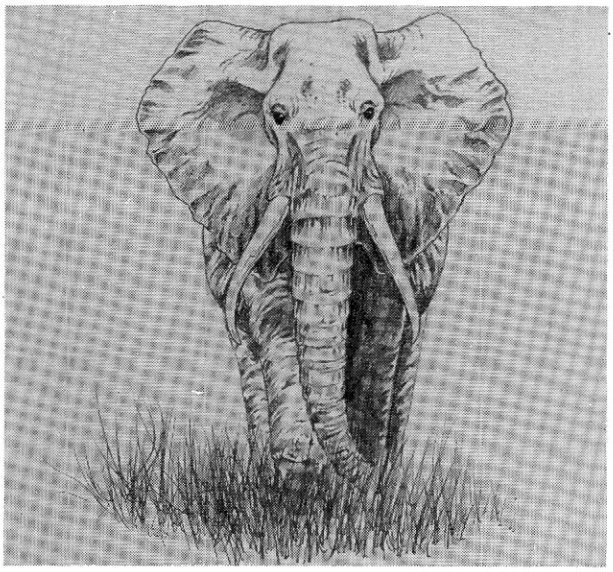
Hunting methods / diet: Dragons are eager to protect their lairs and they fight any trespasser. They usually hunt large mammals by attacking them from above. Sometimes thay damage the victim by fire so that it can't flee. Their breath can only be dodged as effective defense with a modification of —20. Some large shields might help. The fire shoots forth in a cone shape affecting an area with a radius of 2 meters at 10 meters distance (maximum range).

The dragon produces two fluids in separate glands which ignite when mixed. When it breathes fire, the two fluids are ejaculated at the same time, through each of the dragons nostrils. They ignite just half a meter in front of its snout. It is able to breathe fire three times per day.



Elephant

Below you will find a description of the African elephant. If an Indian elephant is wanted, just adjust the weight down by about 1500kg, the length by 1m and the height by 1m. The Strength would also be reduced some. The Indian elephant is more easily trained than the African and so it will have 0.5 extra in Learning.



African elephant

General description: The elephant is the largest land dwelling mammal alive. The skin is hairless and wrinkled, usually gray. Despite its size, the elephant is surprisingly bony. It can run as fast as 40 km/h, but it can't jump a 3 meter broad ditch. However strange it might sound, the elephant is a good climber, moving slowly but steadily. They are also good swimmers. Some live on the plains, others in woods.

Social structure: The elephant lives in family groups of up to 50 members. No animal except humans will attack a fully grown elephant, but babies are sometimes exposed to lion attacks. They will then hide underneath their mothers. Family ties are strong, and elephants take good care of each other.

Hunting methods / diet: The elephant is a herbivore, eating mostly leaves and savanna grass. It uses the "finger" on the tip of its trunk to fetch smaller objects.

Mental description: The elephant is a very mild mannered animal. It has an extremely good memory. An old saying says: Kick an elephant baby, and it will kill you as an adult. As elephants grow old, the molars will be worn down. The old elephant will be addicted to soft food and will therefore be separated from the group. These old loners can be very bad tempered and may attack without reason. When elephants find a dead fellow they will carry its bones around for a time, then bury them. Tusks have for some reason not been found in such burial places.

Griffin

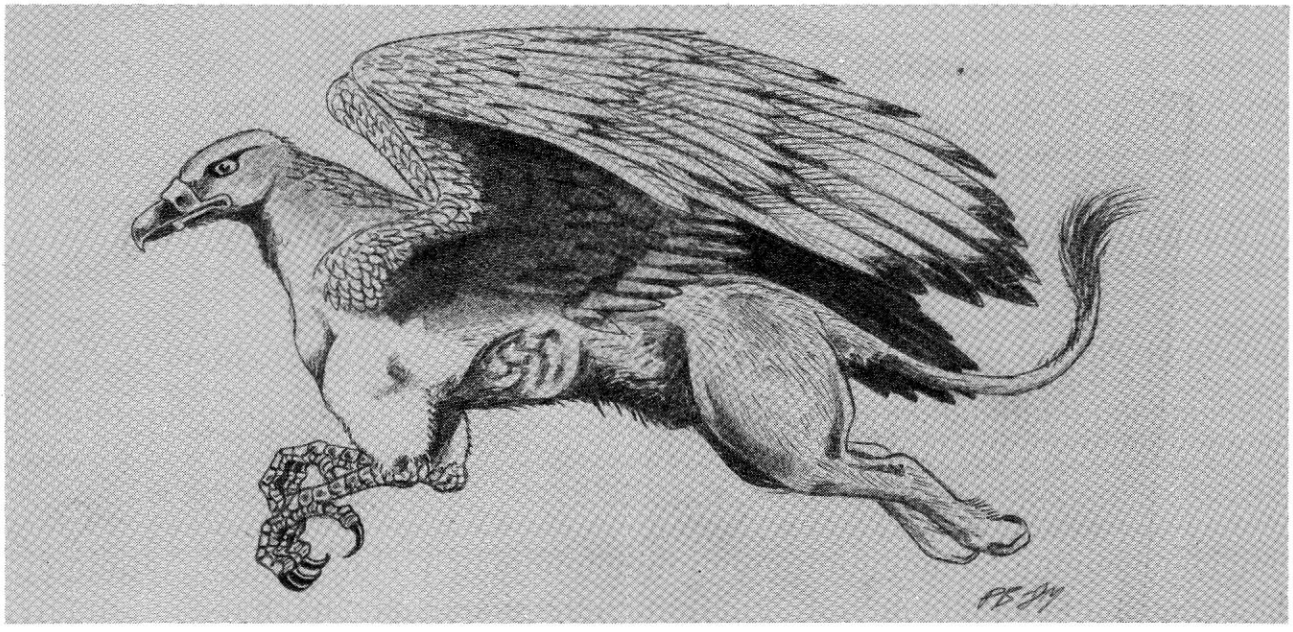
General description: This creature is a product of the imagination but have long traditions in mythology.

Griffins are large carnivorous creatures with the backpart of a lion and head, talons and wings of a giant eagle. They have a large wing span, but due to their heavy body and the lack of a birds tail, they have poor maneuvrability in the air. They use warm air currents to climb and they fly mostly by gliding. Their average carrying capacity is 30kg.

Social structure: Griffins live in family groups of up to 12. They choose a mate for the rest of their lives. Lairs are usually settled in mountain regions, often near mountain peaks.

Hunting methods / diet: Horsemeat or meat from other such large animals (deer etc.) is prefered, but these animals are always hunted by groups of griffins. Solitary griffins hunt animals of Size 7 or below. Their hunting methods are similar to that of the eagle and when they hunt in groups, they attack the victim from different directions.

Mental description: Griffins are cunning animals and they can easily be trained to do various tasks. They are very loyal if you befriend them. Griffins are not very aggressive but when their family or lair is threatened, they become an awesome fighting force.



Horses

Horses range from less than 50kg to more than 1000kg. Under the heading of "horses" we include donkeys, mules and zebras as well as ponies and the common horse.

Horse

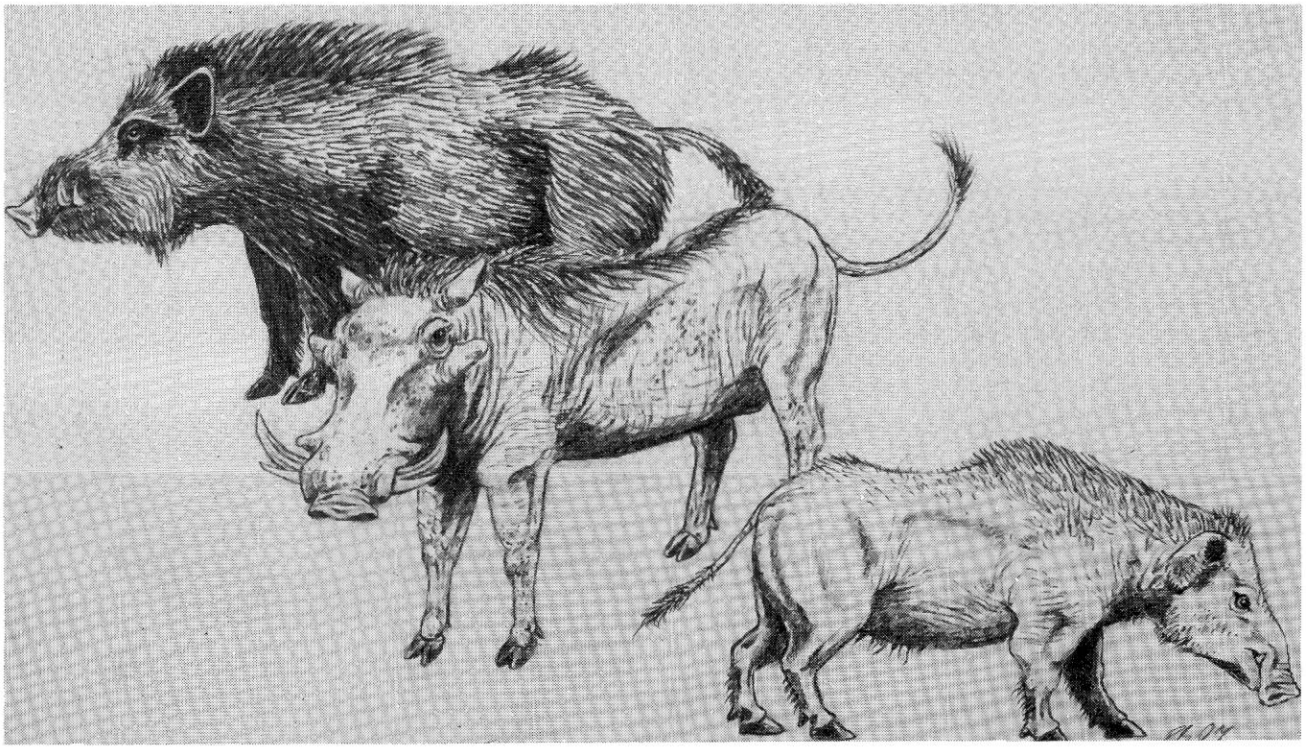
General description: Riding horses are generally 150-160cm high, while ponies are about 120-140cm. The famous Arab is 145-155cm high and has an average Endurance of 40. Horses come in any variety of black, grey, white, brown or redbrown. Ponies are generally tougher and more surefooted than horses.
Social structure: Wild horses live in herds which may number more than 100 individuals. The herd is led by the only fully grown stallion in the herd and an old mare.
Hunting methods / diet: The horse is herbivorous, living mainly on grass. A much used horse requires about 1kg of hay and 2kg of grain per 100 kg of weight per day. Ponies generally do well on a less grain dominated diet.
Special skills: Horses are generally able to jump their own height vertically and quite a few meters in length.
Mental description: Horses are generally easily frightened and thus hard to train for combat. Most horses are real cowards and will make a lot out of a wound. Taming them is quite easy.

Mule

General description: A mule is a crossbreed between a male donkey and a mare. The cross between a stallion and a female donkey is known as a hinny. The male gives the most dominant characteristics. A mule has the long ears and slender legs and hooves of the donkey and the height and weight of the horse. They are more sure-footed than the horse and they work better in different conditions. They can manage well in extreme temperatures.
Social structure: Mules are sterile and only 1% of the hinnies are fertile.
Hunting methods / diet: As horses except that they can do with less and coarser food.
Mental description: Mules are calmer than horses and they don't react as much to bad treatment. They should not be hurried. They should be persuaded firmly but gently.

Pigs

Usually when people think of pigs they see the modern domesticated pig. Actually this is a quite recent race and the common pig in the Middle Ages was somewhat different.



Wild boar Warthog Pig

Pig

General description: The medieval pigs looked like a cross between a modern pig and a boar. They were also wilder. Male's chainteeth were sometimes visible. They were usually kept in forests.
Hunting methods / diet: Pigs are omnivorous. They eat anything from garbage to fruits and hens.
Mental description: The domesticated pigs are more mild mannered and less eager to attack. Old males may be extremely grouchy though. Many stories tell of children who have teased old males and had to pay for it with their lives.

Warthog

General description: The warthog is slimmer and lighter built than the boar, and it is a much better runner. Its head is flat and the chain-teeth are much larger. The skin is dust brown to gray.
Social structure: Family bands consist of a male, a female and their cubs.
Hunting methods / diet: The warthogs are essentially herbivores. They eat grass, berries and roots. Some may eat lizards, but this is not common.
Mental description: The warthogs have to be even more aggressive than boars, as they are plain dwellers. Both males and females will defend the cubs and fight to their death if neccesary.

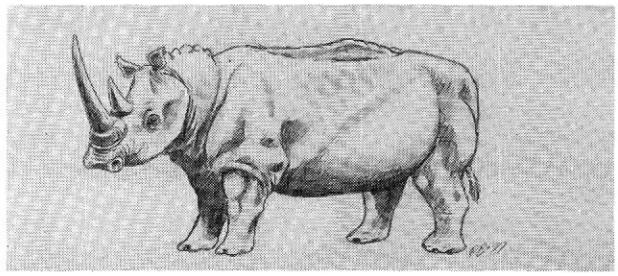
Wild boar

General description: The boar has a short but strongly built body with a powerfully built spinal cord. The legs are rather long and slim with black fur. The rest of the body has a bristly gray-brown fur. The face is a cone with a flat nose. The whole body is somewhat conical and flattened. The male's chainteeth protrude out of the mouth. Piglets have horizontal white stripes. Boars usually inhabit forests.
Social structure: Boars live in loose bands of up to 5 members. Piglets stay with their mothers for a year. The males are mostly solitary.
Hunting methods / diet: The boar is omnivorous and eats anything from mushrooms to rabbits. Carnivorous boars tend to be the largest. Boars also eat poisonous snakes and scorpions. Among their favorite food is nuts and truffles.
Mental description: The boars are wild animals who will attack even wolves and humans. Males are usually the aggressors, but females with cubs may attack without reason. In the mating season, the boars will wander around and not eat. At that time they will have to fight other males and will be extremely aggressive.

Rhinoceros

General description: Looking like a prehistoric beast, the rhino is one of the most dangerous beasts among the herbivores. It has weak eyesight, but good hearing and scent. The skin is tough, almost impenetrable. The color is gray, but often covered by black or brown dust and mud.

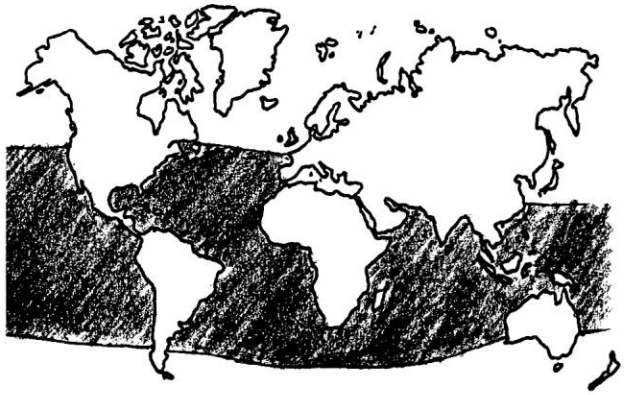
The rhinoceros is mostly found on savannas.
Social structure: The rhino is solitary, but babies will stay with the mother for 2-3 years.
Hunting methods / diet: They are herbivores eating grass and leaves.
Mental description: The rhinoceros is slow minded and usually peaceful, but if it feels threatened it will attack. Mothers will be extremely aggressive if somone tries to kill their baby, and they are known to have gored lions.



Sharks

Sharks are perhaps the most feared creatures of the sea. They are very persistent and savage mannered. Whalers tell of sharks that have been hooked, harpooned and shot full of lead and they have still been able to wreak havoc on boats. Sharks are famous for their "feeding frenzy" when they smell blood. They will then slash anything, including each other. Most sharks are not dangerous to man. As with crocodiles, the sharks continue to grow as long as they live.

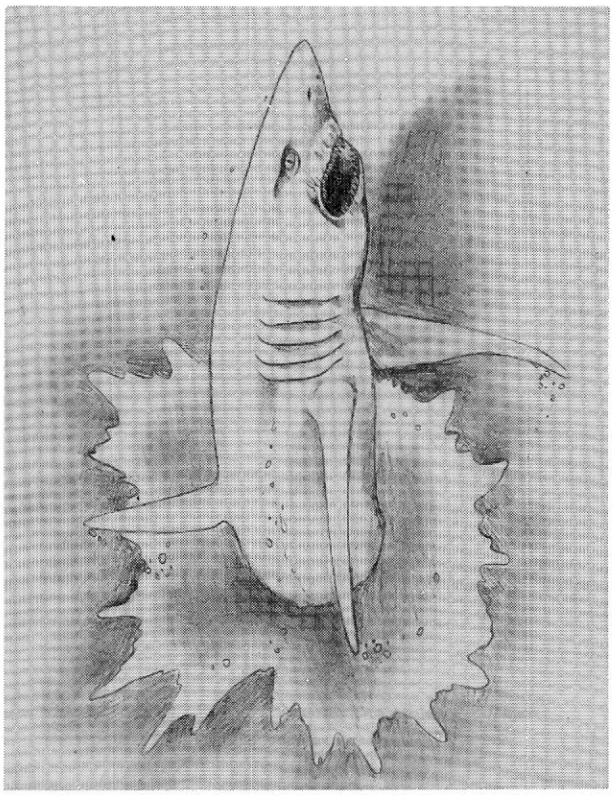
White shark



General description: The white shark or the "great white" is actually not white, but gray. The upper side of its torpedo shaped body is medium gray, the underside is light gray. The teeth are triangular with sharp points and sawlike sides. As other pelagic fish, the white shark is dependant on constant swimming to get oxygen. Also typical is its lack of a swimming bladder. A shark unable to swim will therefore sink and suffocate.
Social structure: The white shark is usually solitary, but it will gather in packs of up to hundreds of individuals if a large amount of prey is around, as a sinking ship or a dead whale.
Hunting methods / diet: The white shark relies entirely on its scent, which is extremely well developed. A white shark will turn its head from side to side to find where a smell comes from, then swim straight at it until it can make visual contact. The shark will then attack without hesitation. It will open its mouth wide while swimming

towards its victim. With an open mouth, it is actually unable to see its target. This makes it fairly easy for an agile target to dodge a white shark. Only sudden death can stop an attacking shark. The shark is entirely carnivorous.

Mental description: Even though the tiger shark kills more people, the great white is a far more dangerous killer. If a lonely "great white" discovers a dead fellow shark of its own species, it will nervously disappear.



Snakes

The variation in snakes is great. It embraces the large constrictors, the poisonous, the spitting and the totally harmless snakes. We have included the rock python as it is the largest of all snakes and also the black throat cobra since it is so widely known. It should be noted that not all snakes are slow. Some, like the mambas, may move at a speed of 25 km/h over short distances.

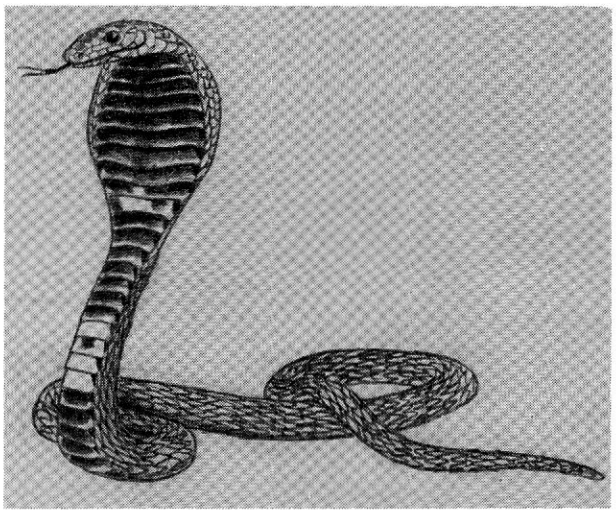
Black throat cobra

General description: The cobra has many variations in skin coloring, from the golden-brown desert snake to the black king cobra with its characteristic pink breast. The black throat cobra lives on the plains.

Social structure: The cobra is solitary.

Hunting methods / diet: The cobra approaches its prey slowly and silently. When it has come close enough, it will hurl the front of its body forward and bite. The adult cobra will inject about 250mg of poison. It may also spit poison in the face of its victim, causing great pain and blindness if the eyes are not immediately rinsed with water.

Mental description: If the cobra feels threatened, it will try to escape. If an enemy comes within a range of 2 meters it will attack. Young cobras are fully capable of killing as soon as they break out of their eggs.



Rock python

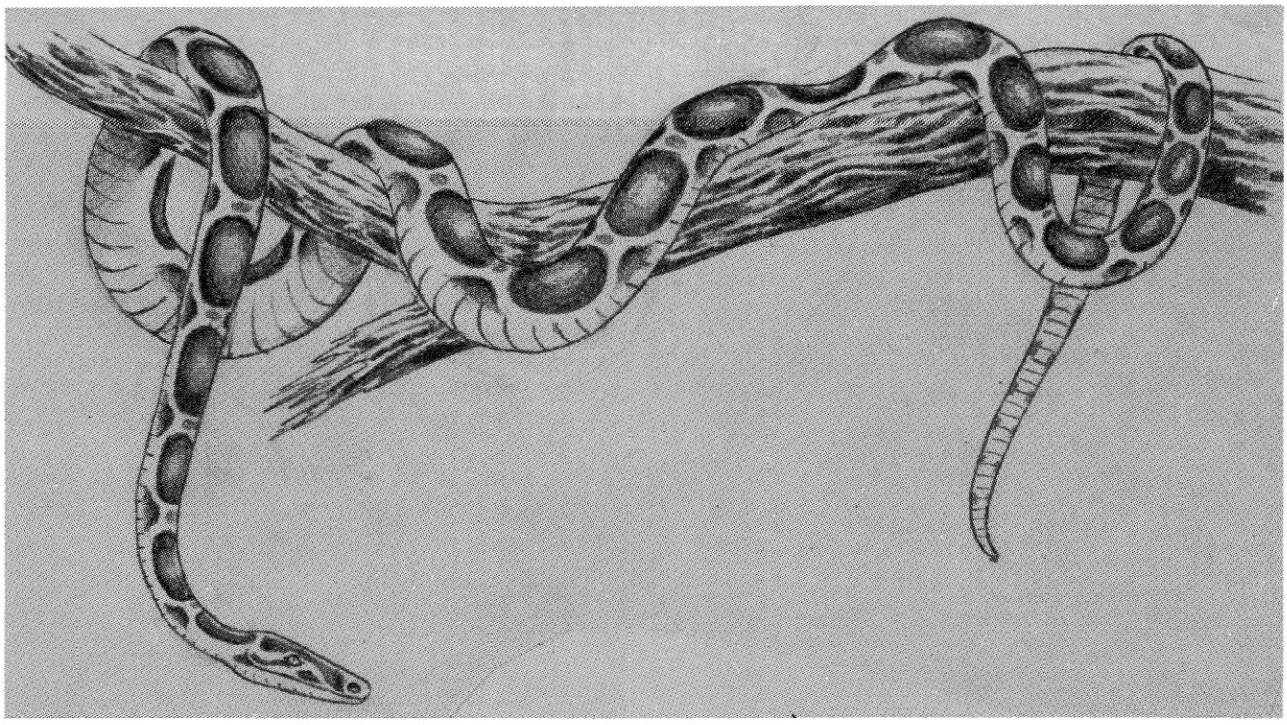
General description: The python is the largest of all snakes. Its skin is light brown with markings in black and gray. The body is rather muscular and heavy.

The rock python is found on the savannas.

Social structure: The python is a solitary animal.

Hunting methods / diet: The python will lie on a branch and wait for some suitable prey to pass, then it will catch it with a bite, so that it can wrap its body around the victims chest. It will then make the heart burst by squeezing hard each time the heart expands. If this doesn't succeed, it will strangle it by breaking all its ribs. A large rock python is able to swallow a whole impala (a small deer).

Mental description: The python will not usually attack humans. As it is not poisonous, it will try to hide instead.



Spiders

Most spiders are totally harmless to man. We have instead included a giant variation to the tarantula.

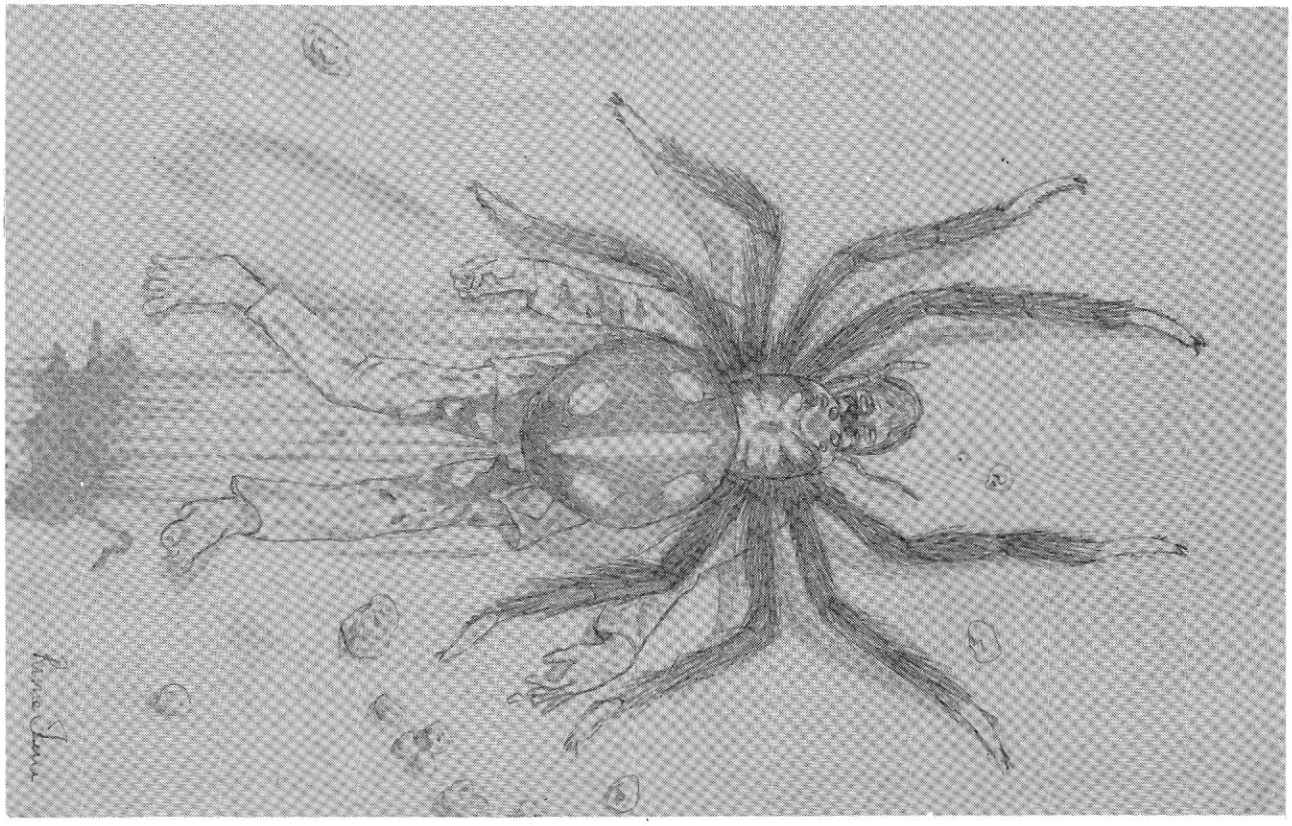
Giant spider

General description: Another interesting creature unique to a fantasy world is the giant spider. It is a large variety of the tarantula, being up to 1 meter long excluding the legs. It has a dark brown hairy body and long hairy legs. It has four pairs of eyes. The giant tarantula has an exo-skeleton that protects it. It has a jaw-like structure on the front of the head that contains the poison glands. The bite is quite deadly as it injects about 1000mg of poison. For its venom, see chapter 8 POISON AND DISEASE.

Social structure: The giant spider is solitary. The female will usually devour the male after mating.

Hunting methods / diet: Although the spider can spin webs, it usually hunts its prey. It sneaks upon its victim and when it is close, it runs towards it and grabs it with its front legs and injects its deadly poison. Instead of sucking the body fluids of insects as the common tarantula does, it eats the whole prey. It hunts anything from rabbits to boars.

Mental description: The giant spider is as stupid as they come. They act exclusively on instinct and are almost impossible to tame.



11 THE CAMPAIGN

In this chapter we have included a weather system and a system for encounters in a campaign world. These are two of the most basic systems when running campaigns as they provide much of the PC's environments.

11.1 Encounters

To determine what the characters will meet during their journeys use tables 11.1 to 11.6.

Table 11.1 Encounter key is used to determine what type of encounter is met. It covers both temperate and tropical climates. A d20 is thrown every 6 hours to check for any encounters. The 6 hours divides the day in four, 3 rolls during day time and one during the night as follows: 3 to 9, 9 to 15, 15 to 21 and 21 to 3. The latter being the night time.

The result on the d20 must be equal to or higher than the number indicated as the Encounter chance in table 11.1 Encounter key. If the d20 roll results in an encounter, an additional encounter may occur during the same 6 hour period. Just throw another d20 against the encounter chance number. If this results in a second encounter, a third encounter is checked for and so on. The number of creatures met per encounter must be determined by the GM. Exactly when an encounter occurs during a 6 hour period is determined randomly by the GM. Sometimes more than one encounter may occur at the same time if two d20 rolls indicate an encounter and then either by decision or dice, they appear simultaneously. It could for instance be a lizard man trying to kill a lion etc. Such encounter-pairs are both logical and interesting.

By throwing a d100 and checking for the number larger than or equal to the result under the proper terrain, the type of encounter is found in the left hand column. The type indicates what specific table to use when finding the exact encounter.

Small animals are anything from the size of a snake to a badger. When indicated by the Encounter key, the GM is left with the decision of exactly what small animal is encountered. It could be a bird sitting in a tree, a cat hunting mice or even a poisonous snake. The variety is huge so the GM should use imagination to make an interesting habitat with variations in the wildlife.

The reason why we have not included all the encounters in one table is because it is easier for the GM to change the Encounter key table. In some cultivated areas the percentage for encountering humans would be increased on behalf of the animals and specials. In other areas far, far away from any civilization, the percentage for encountering humans would be decreased, perhaps eliminated. The GM is encouraged to make his own tables for special areas of his or her world. For example, in an area populated by lizard men, you would propably encounter few other intelligent creatures.

Table 11.5 Specials, temperate and 11.6 Specials, tropical are the encounters unique to a fantasy world. If the GM wants to run a straight medieval campaign, just ignore any results indicating such encounters.

On the sub-tables (11.2 to 11.6) you will find a result being "other". This result is for the GM to decide. It provides the GM with space for additional encounters perhaps unique to his or her world.

11.1.1 Parties and encounters

The table 11.1 Encounter key is based on one person cautiously moving through the terrain. One such person would probably meet a lot more animals than a party of characters talking together and moving noisily ahead in their armor. The GM should ignore many animal encounters when the characters are making a noise as the animals would usually keep at a distance and are thus not visible. Sometimes even humans and specials should be ignored depending upon the situation. A thief would for example not attempt a robbery on a party of eight heavily armed characters. He would probably stay in cover until the characters are out of sight. The GM must remember to logically roleplay the encounters so that they don't endanger their own lives more than would be natural.

It is important to determine how the encounters are met, who encounters who and how. It is not always a mutual encountering where both the characters and the encountered creature are aware of each other. The characters could encounter the creature or the creature could encounter the characters.

11.1.2 Roads

Humans are more frequently encountered on a road and thus we have special rules for road encounters. Depending upon the traffic, the encounter chance is decreased, allowing for more human encounters. If the result on the d20 is equal to or higher than the new encounter chance but less than the original, a human encounter occurs. Example: The encounter chance during the day in a forest is 12. A road with little human traffic goes through a forest. Two is subtracted from the encounter chance. If the d20 results in a 10 or

an 11, the encounter is human. A result of 12 or more indicates another encounter determined normally on table 11.1 Encounter key.

If the d20 results in a human encounter a new d20 is not thrown to check for additional encounters.

Rural roads with little traffic will have a decrease of 2 during the day. Highroads (roads connecting cities) with more traffic will have a decrease of 5 during the day and 1 during the night. Highroads with much traffic will have decreases on behalf of the other encounters. Example: First the normal encounter chance is increased by 2 since the animals and specials would keep away from a much trafficked highroad. The human decrease is by 7. In a forest this would mean that a roll of 7 to 13 indicates a human encounter while a roll of 14 or more indicates normal encounters.

11.1 Encounter key.

Table	Deserts	Forests	Hills	Mountains	Plains	Swamps
Small animals	70 / 75	60 / 60	55 / 55	65 / 65	55 / 60	60 / 60
Large animals	85 / 90	85 / 87	85 / 87	89 / 91	85 / 92	88 / 89
Humans	95 / 97	90 / 90	90 / 90	92 / 93	95 / 95	90 / 90
Specials	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00
Encounter chance	20 / 20	12 / 19	15 / 20	16 / 20	14 / 20	18 / 20

11.2 Large animals, temperate

Creature	Deserts	Forests	Hills	Mountains	Plains	Swamps
Bear	05 / 07	05 / 10	05 / 10	05 / 10	02 / 05	02 / 05
Bird	30 / 37	10 / 22	25 / 30	27 / 35	17 / 25	44 / 48
Cattle	40 / 43	15 / 26	35 / 35	32 / 37	32 / 36	53 / 51
Deer	53 / 50	47 / 43	48 / 45	45 / 45	43 / 43	63 / 56
Dog	63 / 61	55 / 65	60 / 65	60 / 65	53 / 63	66 / 70
Horse	67 / 65	60 / 67	70 / 70	70 / 70	68 / 70	71 / 73
Pig	75 / 75	75 / 75	75 / 75	75 / 75	75 / 75	75 / 75
Other	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00

11.3 Large animals, tropical

Creature	Deserts	Forests	Hills	Mountains	Plains	Swamps
Ape	01 / 01	10 / 10	05 / 05	03 / 03	02 / 02	01 / 01
Bird	39 / 45	15 / 17	21 / 26	26 / 30	12 / 17	13 / 16
Cat	42 / 48	20 / 25	24 / 31	31 / 35	19 / 27	14 / 17
Cattle	45 / 50	23 / 27	31 / 35	36 / 38	29 / 32	17 / 18
Crocodile	— / —	— / —	— / —	— / —	— / —	52 / 49
Deer	50 / 53	37 / 37	43 / 42	51 / 48	49 / 47	55 / 50
Dog	55 / 58	42 / 44	53 / 52	61 / 63	56 / 58	56 / 51
Elephant	56 / 59	45 / 47	56 / 55	62 / 64	61 / 63	57 / 52
Horse	61 / 62	48 / 49	61 / 58	67 / 67	66 / 66	58 / 53
Pig	64 / 64	58 / 59	66 / 66	70 / 69	69 / 68	59 / 54
Rhinoceros	65 / 65	60 / 60	68 / 67	— / —	72 / 70	60 / 55
Snake	75 / 75	75 / 75	75 / 75	75 / 75	75 / 75	75 / 75
Other	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00

11.4 Humans

Occupation	Deserts	Forests	Highroads	Hills	Mountains	Plains	Rural roads	Swamps
Hunter	03 / 03	25 / 30	05 / 10	15 / 20	20 / 25	15 / 20	15 / 20	40 / 45
Merchant	06 / 06	30 / 33	35 / 35	20 / 23	23 / 27	20 / 23	30 / 30	43 / 47
Mercenary / Soldier	09 / 09	35 / 36	45 / 45	25 / 26	26 / 29	25 / 26	35 / 35	46 / 49
Noble	10 / 10	36 / 37	46 / 46	26 / 27	— / —	26 / 27	36 / 36	— / —
Nomad	61 / 61	46 / 47	51 / 51	56 / 57	46 / 39	56 / 57	46 / 46	66 / 66
Priest	62 / 62	47 / 48	52 / 52	57 / 58	47 / 40	57 / 58	47 / 47	67 / 67
Resident	72 / 72	72 / 73	67 / 65	72 / 73	72 / 73	72 / 73	67 / 65	74 / 74
Thief	75 / 75	75 / 75	75 / 75	75 / 75	75 / 75	75 / 75	75 / 75	75 / 75
Other	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00

11.5 Special, temperate

Creature	Deserts	Forests	Hills	Mountains	Plains	Swamps
Cave bear	— / —	03 / 02	03 / 02	03 / 02	03 / 01	01 / 01
Cave lion	— / —	06 / 04	06 / 04	06 / 04	06 / 02	02 / 02
Centaur	15 / 10	16 / 09	13 / 08	08 / 05	21 / 07	05 / 03
Dragon	18 / 12	17 / 10	14 / 09	10 / 08	22 / 08	06 / 04
Dwarf	21 / 15	22 / 15	34 / 29	35 / 33	25 / 11	07 / 05
Elf	26 / 18	42 / 30	37 / 32	37 / 36	28 / 16	10 / 08
Giant	36 / 28	47 / 35	42 / 37	49 / 48	31 / 19	13 / 11
Giant spider	60 / 53	52 / 40	47 / 42	56 / 55	41 / 29	23 / 21
Goblin	65 / 66	62 / 66	57 / 63	61 / 65	44 / 61	26 / 31
Griffin	70 / 69	63 / 67	59 / 64	64 / 67	45 / 62	27 / 32
Lizard man	— / —	65 / 68	60 / 65	65 / 68	48 / 63	70 / 70
Ogre	75 / 73	75 / 73	75 / 73	75 / 73	75 / 73	75 / 73
Vampire	— / 74	— / 74	— / 74	— / 74	— / 74	— / 74
Werewolf	— / 75	— / 75	— / 75	— / 75	— / 75	— / 75
Other	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00

11.6 Special, tropical

Creature	Deserts	Forests	Hills	Mountains	Plains	Swamps
Centaur	15 / 10	13 / 08	10 / 05	02 / 01	15 / 05	03 / 01
Dragon	18 / 12	14 / 09	11 / 06	04 / 02	16 / 06	04 / 02
Dwarf	— / —	19 / 14	16 / 11	14 / 12	— / —	— / —
Elf	21 / 15	39 / 29	17 / 12	15 / 13	17 / 07	07 / 05
Giant	31 / 25	44 / 34	22 / 17	31 / 29	20 / 09	10 / 08
Giant spider	60 / 53	49 / 39	34 / 29	41 / 39	35 / 24	20 / 18
Goblin	65 / 66	59 / 65	49 / 59	49 / 59	40 / 54	23 / 28
Griffin	70 / 69	60 / 67	51 / 60	52 / 61	41 / 55	24 / 29
Lizard man	— / —	65 / 68	55 / 62	55 / 63	46 / 58	70 / 70
Ogre	75 / 73	75 / 73	75 / 73	75 / 73	75 / 73	75 / 73
Vampire	— / 74	— / 74	— / 74	— / 74	— / 74	— / 74
Werewolf	— / 75	— / 75	— / 75	— / 75	— / 75	— / 75
Other	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00	00 / 00

11.2 Weather

The weather depends very much upon the terrain and the location, but despite great variations we have included a weather system. It is so flexible that it can be used in almost any place in a world. Table 11.7 Weather is used when finding the general weather, while table 11.8 Beaufort's scale is used to determine the wind speed.

Each area of the world will have a range on these tables, a minimum and maximum. Some areas will never have cloud bursts or even light rain (deserts) and some areas are always windy to some degree. These limits must be set by the GM.

Furthermore, the variation in the weather and the wind is found by dice rolls. First you start somewhere on each table. You then use dice to determine the adjust-

ments in the weather and wind speed. A suitable adjustment for an inland/coastal European weather would be 2d6-7 (open ended) thrown every two days. Just adjust the weather by the result. Example: The weather is 8 (30% clouds). The GM rolls 2d6 resulting in 5. Subtracting 7 yields a —2 in adjustment to the weather. The new weather is therefore 6 (10% clouds).

The variation can be altered so as to get a more or less variable weather and wind speed. You will get less variation with 2d4—5 and greater variation with 2d8—9. Here both 2d4, 2d6 and 2d8 have their respective average subtracted so as to get equal variation up and down. The average of 2d4 is 5, 2d6 is 7, 2d8 is 9 and 2d10 is 11. If an unequal variation is wanted, other numbers can be subtracted. Subtracting one less than the average results in an inclination towards bad weather or heavy winds. Subtraction of more than the average results in less clouds or lighter winds. Example: Adjusting the wind with 2d6—8 results in calmer air with less probability of heavy winds.

Another factor that can be adjusted is the time between each roll. Two day intervals would be suitable for most inland areas. For more rapid variations, just make the rolls every day or even every 12 hours. If there are seldom variations, roll every 3 days, every week or even less frequently.

There could ofcourse be different rolls for weather and wind in one area.

Weather and wind usually change with the seasons. These changes would often be the limits or the subtractions with more clouds during the winter and less during the summer. A suggestion is to roll 2d6—6 on the weather during the winter in areas similar to most of the European inland.

11.7 Weather

1	Clear	8	90% Clouds
2	Clear	9	Heavy Clouds
3	Clear	10	Some Rain
4	10% Clouds	11	Rain
5	30% Clouds	12	Heavy Rain
6	50% Clouds	13	Cloud burst
7	70% Clouds	14	Cloud burst

11.8 Beaufort's scale

	Name	Knots	meters/second	Effects
0	Calm	Less than 1	0.0-0.2	Smoke rises straight up.
1	Light air	1-3	0.3-1.5	Direction of wind visible by the smokes drift.
2	Light breeze	4-6	1.6-3.3	Moves leaves on trees.
3	Gentle breeze	7-10	3.4-5.4	Leaves and small twigs are moved.
4	Moderate breeze	11-16	5.5-7.9	Lifts dust and small sheets of paper.
5	Fresh breeze	17-21	8.0-10.7	Small trees sway, small waves on the water.
6	Strong breeze	22-27	10.8-13.8	Large branches and small stems are moved.
7	Near gale	28-33	13.9-17.1	Trees are moved, resistance when walking.
8	Gale	34-40	17.2-20.7	Twigs are broken off trees.
9	Severe gale	41-47	20.8-24.4	Large trees sway.
10	Storm	48-55	24.5-28.4	Trees pulled up of the ground, rarely occuring inlands.
11	Violent storm	56-63	28.5-32.6	Very destructive, rare.
12	Hurricane	64 +	32.7 +	Extremly destructive, very rare.

11.2.1 Wind and terrain

The wind speed found by using table 11.8 Beaufort's scale is in open terrain. In valleys, forests or other protected areas, the wind must be adjusted downwards, generally by about 2 or 3. Negative results are counted as 0.

11.2.2 Bounce back

If the result is higher or lower than the weather limits, a bounce-back is made. Let's say you have a weather of 3 and get a modification of —5. You then count to 1 (the limit) and back again, 5 points: 3...2, 1, 2, 3, 4 which is the new weather.

11.2.3 Temperature

We have not made a system for temperature, as this is dependant upon the weather and the wind. This makes it hard to make an easy and playable solution. We therefore leave the temperatures to each GM.

11.2.4 Fog

Fog may occur in areas near water where the air is warm and dense and when this air is cooled. This often happens during the evening when the sun goes down and the temperature drops. It must of course be a calm air or the fog will blow away.utual encountering where both the characters and the encountered creature are aware of each other. The characters could encounter the creature or the creature could encounter the characters.

Character sheet A1 general (fantasy)

Name : ______ Race : ______ Sex : ___ Born : ______ Age : ___

Nationality : ______ Religion : ______

Description : ______

Attribute	Current	Potential	Peak
Height	:		
Weight	:		
Size	:		
Strength	:		
Weight/Strength	:		
Health	:		
Endurance	:		
Coordination	:		
Manual Dexterity	:		
Handedness	:	R / L	
Learning	:		
Willpower	:		
Awareness	:		
Artistic Creativity	:		
Musicality	:		

Notes

Skill	Cat.	Tal.	Cur.	Pot.
Animal Lore	A	:		
Art Lore	A	:		
Climbing	B	:		
Hide	E	:		
Jewelry Lore	A	:		
Landing	B	:		
Medical Lore	A	:		
Move Quietly	E	:		
Plant Lore	A	:		
Riding	B	:		
Survival Lore	A	:		
Swimming	F	:		
Tracking	J	:		
		:		
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Location		Armor Type	AP
1			
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10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

Total Armor ENC	:	
Damage Bonus	:	
Base Fatigue Increase	:	
Jumping	:	
Running	:	
	:	
	:	

Language	Cat.	Tal.	Speak	Pot.	Tal.	Read	Pot.
	A	:					
	A	:					
	A	:					

Language	Cat.	Tal.	Speak	Pot.	Tal.	Read	Pot.
	A	:					
	A	:					
	A	:					

Spell	Cat.	Tal.	Cur.	Pot.	Total	FI	DL	Notes
		:						
		:						
		:						
		:						
		:						

Character sheet A2 general (fantasy)

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Melee Weapon	Talent	Current	Potential	W.Mod.	Total	Hand	STR	B.Dam.	C.Dam.	SPC.R.	HP	Dodge	Grab W.
	:												
	:												
	:												
	:												
	:												
	:												
	:												
	:												
	:												
	:												
Dodge	:												

Missile Weapon	Talent	Current	Potential	W.Mod.	Total	STR	B.Dam.	C.Dam.	Pen.Fact.	Range	Max.Rng.	HP	Reload
	:												
	:												
	:												
	:												
	:												
	:												
	:												
Throw Rock	:												

	ENC	Location	Equipment

Personal Real Enc

Ammunition

0 1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29

0 1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29

0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

Money

Type	Amount	Used	Earned

Loanes	Loanes

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Character sheet B1 humanoid (fantasy)

Name: _____

Status	Fatigue	Bleeding
40	40	10 *
39	39	9
38	38	8
37	37	7
36	36	6
35	35	5
34	34	4
33	33	3
32	32	2
31	31	1
30	30	10 *
29	29	9
28	28	8
27	27	7
26	26	6
25	25	5
24	24	4
23	23	3
22	22	2
21	21	1
20	20	10 *
19	19	9
18	18	8
17	17	7
16	16	6
15	15	5
14	14	4
13	13	3
12	12	2
11	11	1
10	10	10 *
9	9	9
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1
		-4
		-3
		-2
		-1
		0
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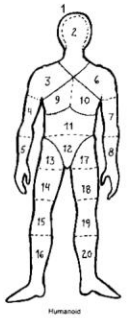
		35 *

Notes: _____



Head	Right Arm	Left Arm	Chest	Abdomen	Right Leg	Left Leg
18	18	18	36			
17	17	17	35			
16	16	16	34			
15	15	15	33			
14	14	14	32			
13	13	13	31			
12	12	12	30		30	30
11	11	11	29		29	29
10	10	10	28		28	28
9	9	9	27		27	27
8	8	8	26		26	26
7	7	7	25		25	25
6 *	6 *	6 *	24	24	24	24
5	5	5	23	23	23	23
4	4	4	22	22	22	22
3	3	3	21	21	21	21
2	2	2	20	20	20	20
1	1	1	19	19	19	19
0	0	0	18	18	18	18
-1	-1	-1	17	17	17	17
-2	-2	-2	16	16	16	16
-3	-3	-3	15	15	15	15
-4	-4	-4	14	14	14	14
-5	-5	-5	13	13	13	13
-6	-6	-6	12 *	12	12	12
-7	-7	-7	11	11	11	11
-8	-8	-8	10	10	10 *	10 *
-9	-9	-9	9	9	9	9
-10	-10	-10	8	8 *	8	8
			7	7	7	7
			6	6	6	6
			5	5	5	5
			4	4	4	4
			3	3	3	3
			2	2	2	2
			1	1	1	1
			0	0	0	0
			-1	-1	-1	-1
			-2	-2	-2	-2
			-3	-3	-3	-3
			-4	-4	-4	-4
			-5	-5	-5	-5
			-6	-6	-6	-6
			-7	-7	-7	-7
			-8	-8	-8	-8
			-9	-9	-9	-9
			-10	-10	-10	-10

Head AP	Right Arm AP	Left Arm AP	Chest AP	Abdomen AP	Right Leg AP	Left Leg AP
1 ____	3 ____	6 ____	9 ____	11 ____	13 ____	17 ____
2 ____	4 ____	7 ____	10 ____	12 ____	14 ____	18 ____
	5 ____	8 ____			15 ____	19 ____
					16 ____	20 ____

Real Enc : _____ Base Fatigue Increase : _____

Offensive														
Defensive														

Damage Adjustment [ ][ ][ ][ ] Time Adjustment [ ][ ][ ][ ]

Attacks					
Defensives					

Character sheet B2 humanoid (fantasy)

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Exp.N	Experience	Skill	Training	THNT	THNS	Exp.N	Experience	Skill	Training	THNT	THNS
3		Animal Lore		50	500						
10		Art Lore		50	500						
10		Climbing		20	40						
10		Hide		20	40						
10		Jewelry Lore		40	400						
10		Landing		20	40						
10		Medical Lore		50	500						
10		Move Quietly		20	40						
3		Plant Lore		50	500						
10		Riding		20	40						
10		Survival Lore		40	200						
10		Swimming		20	40						
10		Tracking		30	150						
20		Dodge		40	80						

Attribute	Training	THNT	THNS
Strength		40	80
Endurance		40	80
Coordination		60	120
Manual Dexterity		40	80
Handedness		20	40
Learning		60	250
Willpower		60	200
Awareness		60	120
Artistic Creativity		40	80
Musicality		40	80

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Character sheet A1 humanoid (fantasy)

Name : ______ Race : ______ Sex : ______ Born : ______ Age : ______

Nationality : ______ Religion : ______

Description : ______

Attribute	Current	Potential	Peak
Height	:		
Weight	:		
Size	:		
Strength	:		
Weight/Strength	:		
Health	:		
Endurance	:		
Coordination	:		
Manual Dexterity	:		
Handedness	:	R / L	
Learning	:		
Willpower	:		
Awareness	:		
Artistic Creativity	:		
Musicality	:		

Notes

Skill	Cat.	Tal.	Cur.	Pot.
Animal Lore	A	:		
Art Lore	A	:		
Climbing	B	:		
Hide	E	:		
Jewelry Lore	A	:		
Landing	B	:		
Medical Lore	A	:		
Move Quietly	E	:		
Plant Lore	A	:		
Riding	B	:		
Survival Lore	A	:		
Swimming	F	:		
Tracking	J	:		

Location	Armor Type	AP
1 Head		
2 Head		
3 R.Arm		
4 R.Arm		
5 R.Arm		
6 L.Arm		
7 L.Arm		
8 L.Arm		
9 Chest		
10 Chest		
11 Abd.		
12 Abd.		
13 R.Leg		
14 R.Leg		
15 R.Leg		
16 R.Leg		
17 L.Leg		
18 L.Leg		
19 L.Leg		
20 L.Leg		

Total Armor ENC :

Damage Bonus :

Base Fatigue Increase :

Jumping :

Running :

Language	Cat.	Tal.	Speak	Pot.	Tal.	Read	Pot.
	A	:					
	A	:					
	A	:					

Language	Cat.	Tal.	Speak	Pot.	Tal.	Read	Pot.
	A	:					
	A	:					
	A	:					

Spell	Cat.	Tal.	Cur.	Pot.	Total	FI	DL	Notes
	:							
	:							
	:							
	:							
	:							

Character sheet A2 humanoid (fantasy)

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Melee Weapon	Talent	Current	Potential	W.Mod.	Total	Hand	STR	B.Dam.	C.Dam.	SPC.R.	HP	Dodge	Grab W.
	:												
Dodge	:												

Missile Weapon	Talent	Current	Potential	W.Mod.	Total	STR	B.Dam.	C.Dam.	Pen.Fact.	Range	Max.Rng.	HP	Reload
	:												
Throw Rock	:												

ENC	Location	Equipment

Personal Real Enc

Horse Real Enc

Character Enc

Ammunition

0 1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29

0 1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29

0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

Money

Type	Amount	Used	Earned

Loanes	Loanes

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Character sheet B1 general (fantasy)

Name: _____

Status	Fatigue	Bleeding
40	40	10 *	35 *
39	39	9	34
38	38	8	33
37	37	7	32
36	36	6	31
35	35	5	30
34	34	4	29
33	33	3	28
32	32	2	27
31	31	1	26
30	30	10 *	25
29	29	9	24
28	28	8	23
27	27	7	22
26	26	6	21
25	25	5	20 *
24	24	4	19
23	23	3	18
22	22	2	17
21	21	1	16
20	20	10 *	15
19	19	9	14
18	18	8	13
17	17	7	12
16	16	6	11
15	15	5	10
14	14	4	9
13	13	3	8
12	12	2	7
11	11	1	6
10	10	10 *	5
9	9	9	4
8	8	8	3
7	7	7	2
6	6	6	1
5	5	5	0
4	4	4	-1
3	3	3	-2
2	2	2	-3
1	1	1	-4

Notes: _____

40	40	40	40	40	40	40	40	40	40	40
39	39	39	39	39	39	39	39	39	39	39
38	38	38	38	38	38	38	38	38	38	38
37	37	37	37	37	37	37	37	37	37	37
36	36	36	36	36	36	36	36	36	36	36
35	35	35	35	35	35	35	35	35	35	35
34	34	34	34	34	34	34	34	34	34	34
33	33	33	33	33	33	33	33	33	33	33
32	32	32	32	32	32	32	32	32	32	32
31	31	31	31	31	31	31	31	31	31	31
30	30	30	30	30	30	30	30	30	30	30
29	29	29	29	29	29	29	29	29	29	29
28	28	28	28	28	28	28	28	28	28	28
27	27	27	27	27	27	27	27	27	27	27
26	26	26	26	26	26	26	26	26	26	26
25	25	25	25	25	25	25	25	25	25	25
24	24	24	24	24	24	24	24	24	24	24
23	23	23	23	23	23	23	23	23	23	23
22	22	22	22	22	22	22	22	22	22	22
21	21	21	21	21	21	21	21	21	21	21
20	20	20	20	20	20	20	20	20	20	20
19	19	19	19	19	19	19	19	19	19	19
18	18	18	18	18	18	18	18	18	18	18
17	17	17	17	17	17	17	17	17	17	17
16	16	16	16	16	16	16	16	16	16	16
15	15	15	15	15	15	15	15	15	15	15
14	14	14	14	14	14	14	14	14	14	14
13	13	13	13	13	13	13	13	13	13	13
12	12	12	12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1	1	1	1
0	0	0	0	0	0	0	0	0	0	0
-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4
-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
-6	-6	-6	-6	-6	-6	-6	-6	-6	-6	-6
-7	-7	-7	-7	-7	-7	-7	-7	-7	-7	-7
-8	-8	-8	-8	-8	-8	-8	-8	-8	-8	-8
-9	-9	-9	-9	-9	-9	-9	-9	-9	-9	-9
-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
Loc.	Loc.	Loc.	Loc.	Loc.	Loc.	Loc.	Loc.	Loc.	Loc.	Loc.

No.	AP	No.	AP	No.	AP	No.	AP	No.	AP	No.	AP	No.	AP	No.	AP	No.	AP	No.	AP	No.	AP

Real Enc : _____ Base Fatigue Increase : _____

Offensive

Defensive

Damage Adjustment

Time Adjustment

Attacks

Defensives

Character sheet B2 general (fantasy)

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Exp.N	Experience	Skill	Training	THNT	THNS	Exp.N	Experience	Skill	Training	THNT	THNS
3		Animal Lore		50	500						
10		Art Lore		50	500						
10		Climbing		20	40						
10		Hide		20	40						
10		Jewelry Lore		40	400						
10		Landing		20	40						
10		Medical Lore		50	500						
10		Move Quietly		20	40						
3		Plant Lore		50	500						
10		Riding		20	40						
10		Survival Lore		40	200						
10		Swimming		20	40						
10		Tracking		30	150						
20		Dodge		40	80						

Attribute	Training	THNT	THNS
Strength		40	80
Endurance		40	80
Coordination		60	120
Manual Dexterity		40	80
Handedness		20	40
Learning		60	250
Willpower		60	200
Awareness		60	120
Artistic Creativity		40	80
Musicality		40	80

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GM's character record (fantasy)

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No.	Character name	Description	Height	Weight	Size	Will	Aware	Health	Track	Cult	CS	Cult	CS
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
13													
14													
15													
16													
17													
18													
19													
20													

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NPC character sheet (fantasy)

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No.____ Name:_____ Race:_____ Sex:__ Age:__

HEIGHT : ____ ENDUR : ____ DODGE : ____
WEIGHT: ____ COORD : ____ DAM.B. : ____
SIZE : ____ WILL : ____ BFI : ____
STR : ____ AWARE : ____ _____ : ____

WEAPON	SKILL	DAM	PF	HP	RNG	RL

Off. | | | | | | | |
Def. | | | | | | | |

Dam.Adj. | | | Time Adj. | | | |

Att./Def. | | | |

Status		
20	40	10
19	39	9
18	38	8
17	37	7
16	36	6
15	35	5
14	34	4
13	33	3
12	32	2
11	31	1
10	30	10
9	29	9
8	28	8
7	27	7
6	26	6
5	25	5
4	24	4
3	23	3
2	22	2
1	21	1

SKILL	CUR	ARMOR	AP	ARMOR	AP	LOC	DAM
		1		11			
		2		12			
		3		13			
		4		14			
		5		15			
		6		16			
		7		17			
		8		18		IHP (WP/5) :	
		9		19		BLD/RND :	
		10		20		TOT.BLD :	

Notes and Equipment:

No.____ Name:_____ Race:_____ Sex:__ Age:__

HEIGHT : ____ ENDUR : ____ DODGE : ____
WEIGHT: ____ COORD : ____ DAM.B. : ____
SIZE : ____ WILL : ____ BFI : ____
STR : ____ AWARE : ____ _____ : ____

WEAPON	SKILL	DAM	PF	HP	RNG	RL

Off. | | | | | | | |
Def. | | | | | | | |

Dam.Adj. | | | Time Adj. | | | |

Att./Def. | | | |

Status		
20	40	10
19	39	9
18	38	8
17	37	7
16	36	6
15	35	5
14	34	4
13	33	3
12	32	2
11	31	1
10	30	10
9	29	9
8	28	8
7	27	7
6	26	6
5	25	5
4	24	4
3	23	3
2	22	2
1	21	1

SKILL	CUR	ARMOR	AP	ARMOR	AP	LOC	DAM
		1		11			
		2		12			
		3		13			
		4		14			
		5		15			
		6		16			
		7		17			
		8		18		IHP (WP/5) :	
		9		19		BLD/RND :	
		10		20		TOT.BLD :	

Notes and Equipment:

No.____ Name:_____ Race:_____ Sex:__ Age:__

HEIGHT : ____ ENDUR : ____ DODGE : ____
WEIGHT: ____ COORD : ____ DAM.B. : ____
SIZE : ____ WILL : ____ BFI : ____
STR : ____ AWARE : ____ _____ : ____

WEAPON	SKILL	DAM	PF	HP	RNG	RL

Off. | | | | | | | |
Def. | | | | | | | |

Dam.Adj. | | | Time Adj. | | | |

Att./Def. | | | |

Status		
20	40	10
19	39	9
18	38	8
17	37	7
16	36	6
15	35	5
14	34	4
13	33	3
12	32	2
11	31	1
10	30	10
9	29	9
8	28	8
7	27	7
6	26	6
5	25	5
4	24	4
3	23	3
2	22	2
1	21	1

SKILL	CUR	ARMOR	AP	ARMOR	AP	LOC	DAM
		1		11			
		2		12			
		3		13			
		4		14			
		5		15			
		6		16			
		7		17			
		8		18		IHP (WP/5) :	
		9		19		BLD/RND :	
		10		20		TOT.BLD :	

Notes and Equipment:

No.____ Name:_____ Race:_____ Sex:__ Age:__

HEIGHT : ____ ENDUR : ____ DODGE : ____
WEIGHT: ____ COORD : ____ DAM.B. : ____
SIZE : ____ WILL : ____ BFI : ____
STR : ____ AWARE : ____ _____ : ____

WEAPON	SKILL	DAM	PF	HP	RNG	RL

Off. | | | | | | | |
Def. | | | | | | | |

Dam.Adj. | | | Time Adj. | | | |

Att./Def. | | | |

Status		
20	40	10
19	39	9
18	38	8
17	37	7
16	36	6
15	35	5
14	34	4
13	33	3
12	32	2
11	31	1
10	30	10
9	29	9
8	28	8
7	27	7
6	26	6
5	25	5
4	24	4
3	23	3
2	22	2
1	21	1

SKILL	CUR	ARMOR	AP	ARMOR	AP	LOC	DAM
		1		11			
		2		12			
		3		13			
		4		14			
		5		15			
		6		16			
		7		17			
		8		18		IHP (WP/5) :	
		9		19		BLD/RND :	
		10		20		TOT.BLD :	

Notes and Equipment:

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Round sheet

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1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

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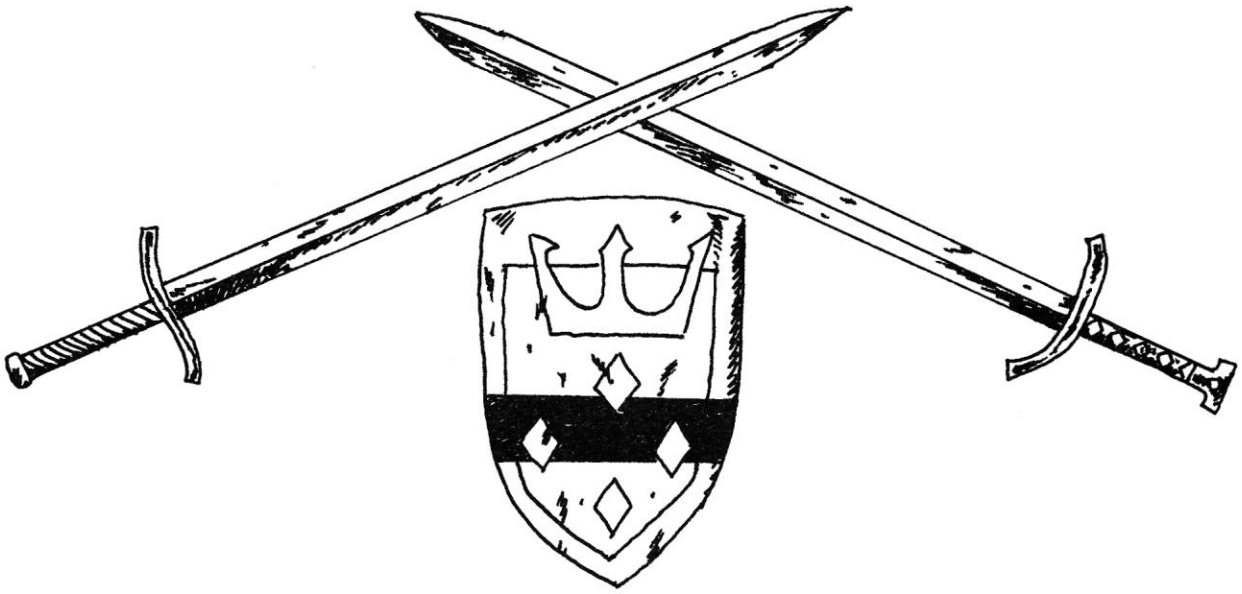

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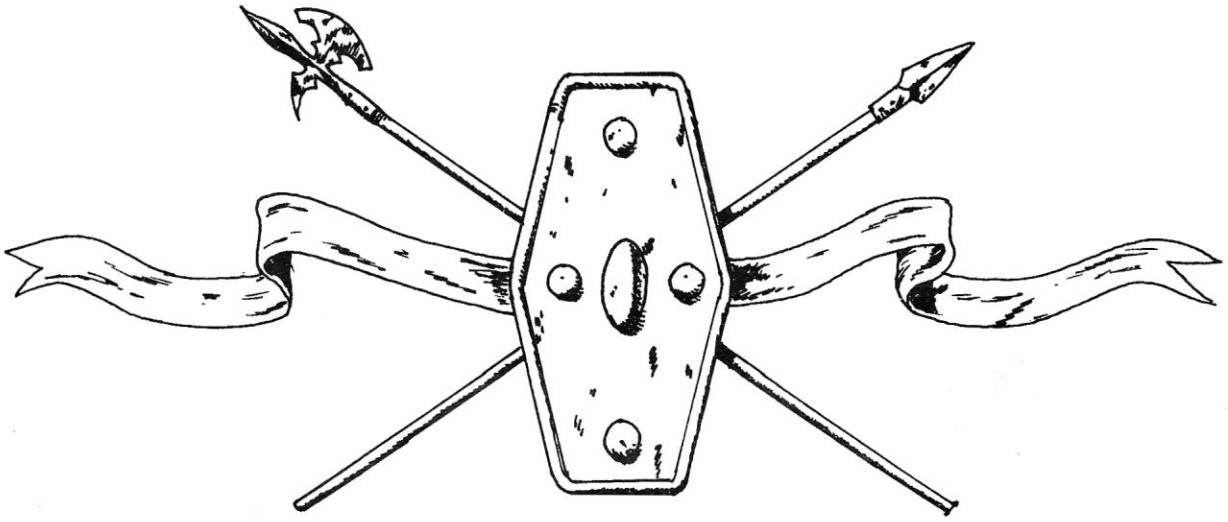

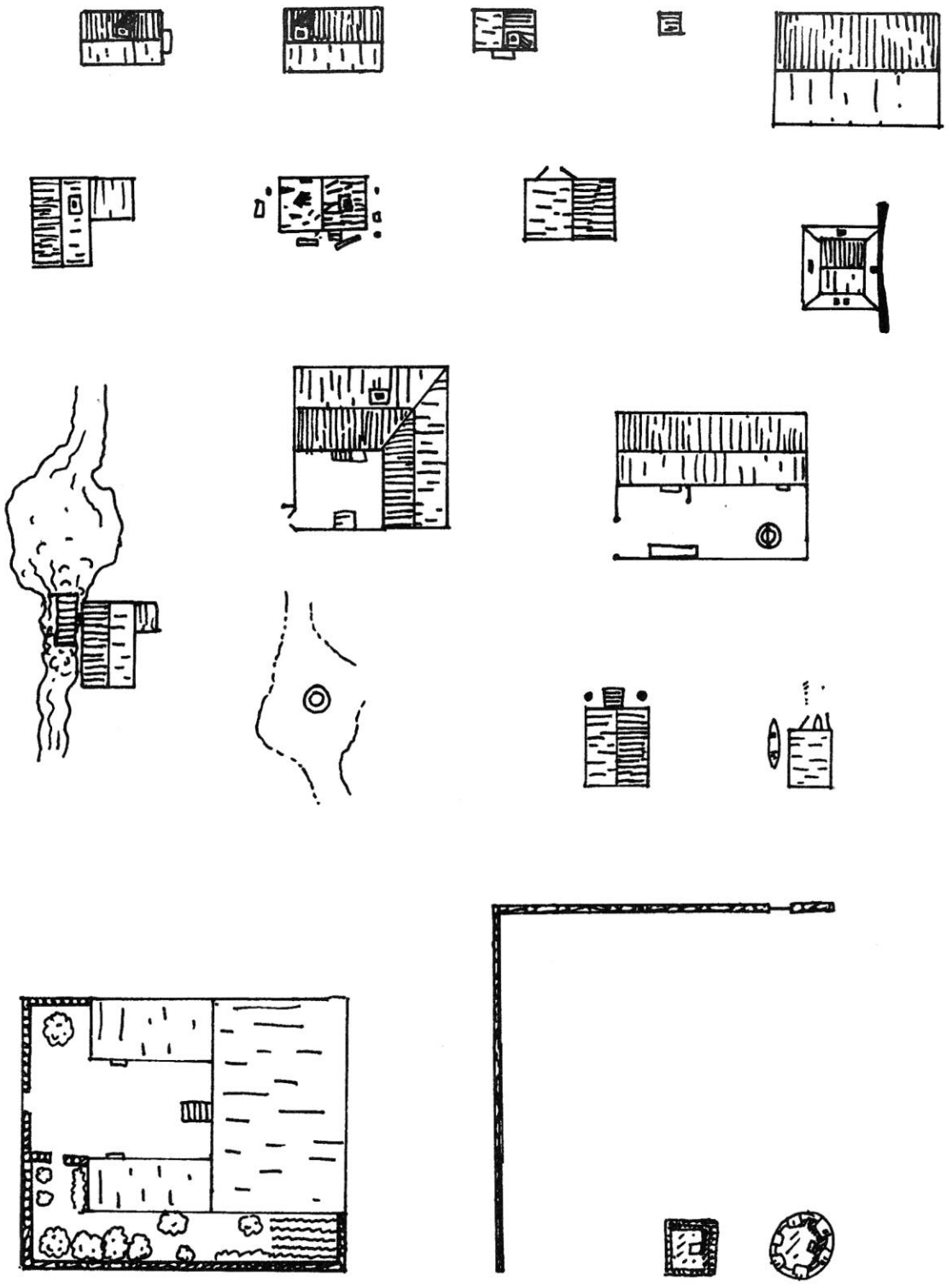

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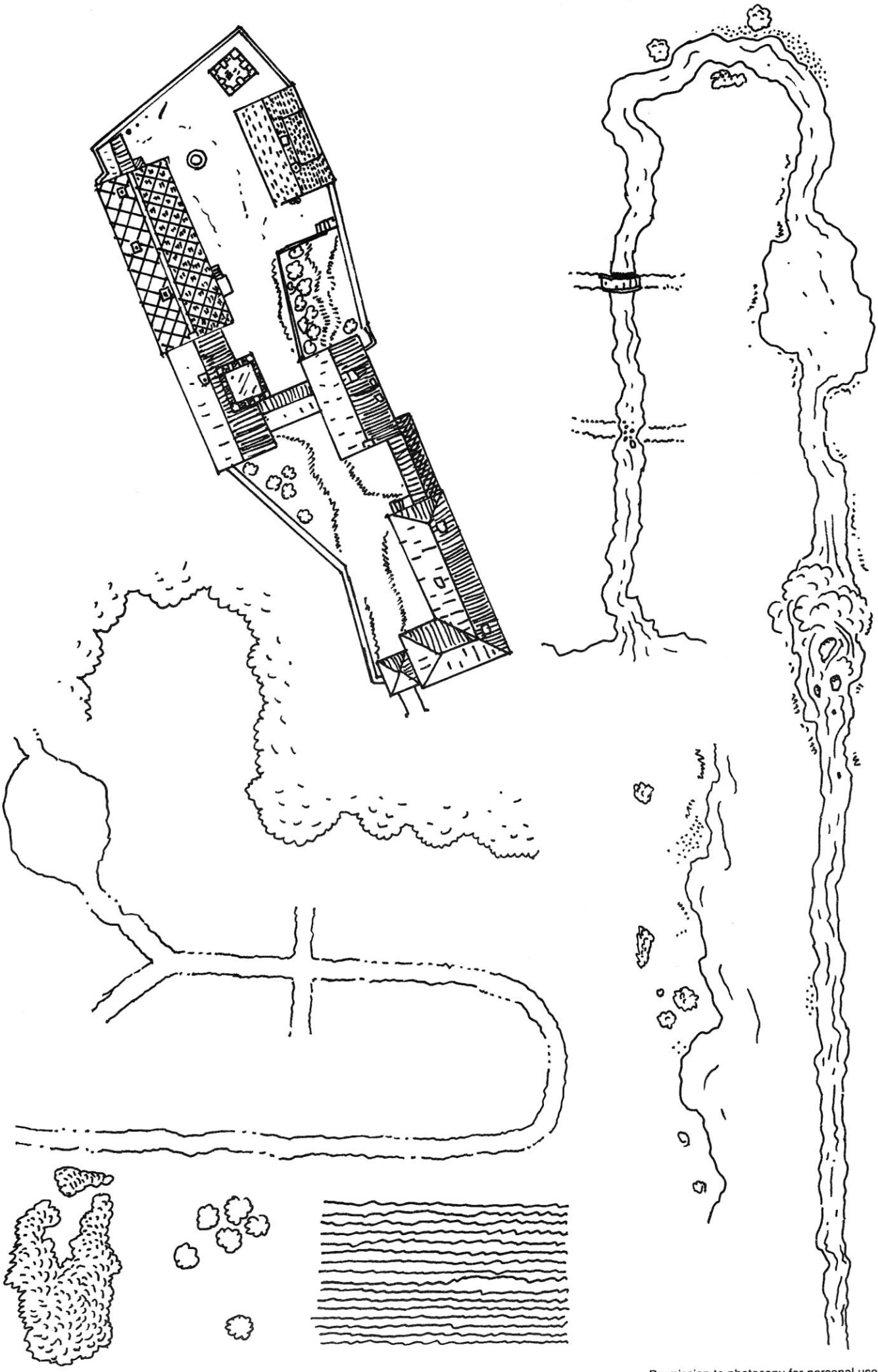

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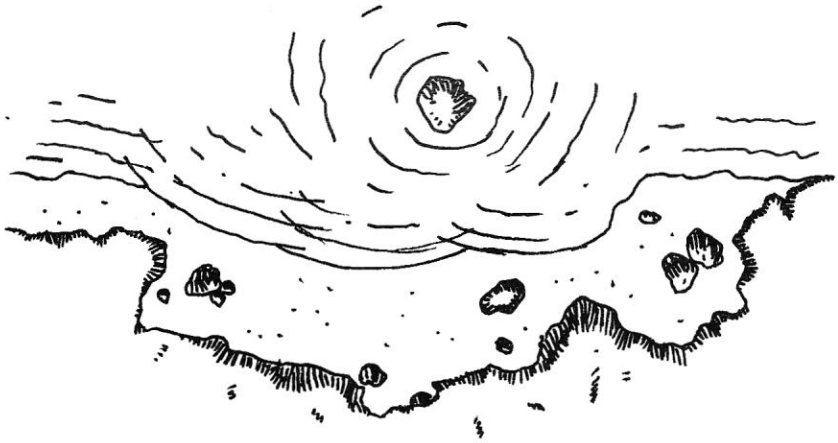
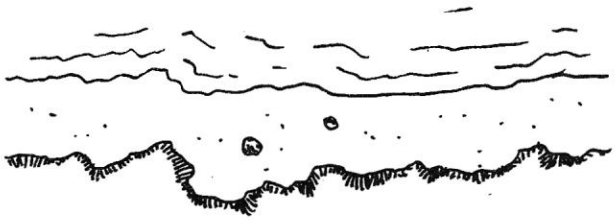
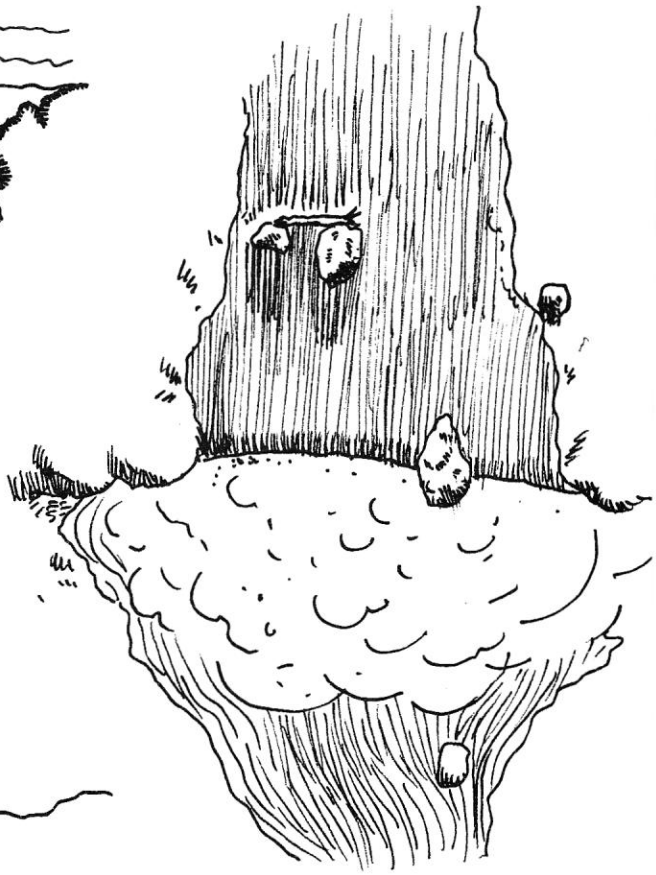
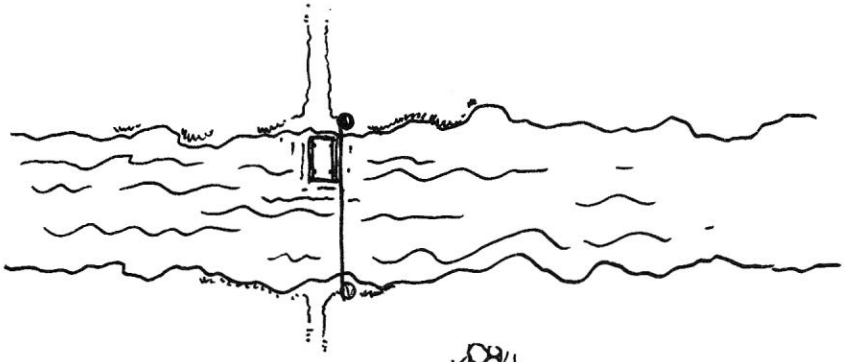
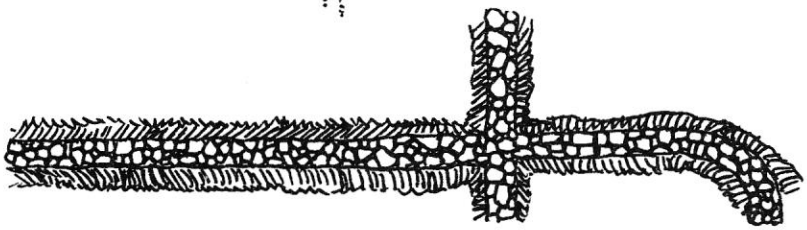
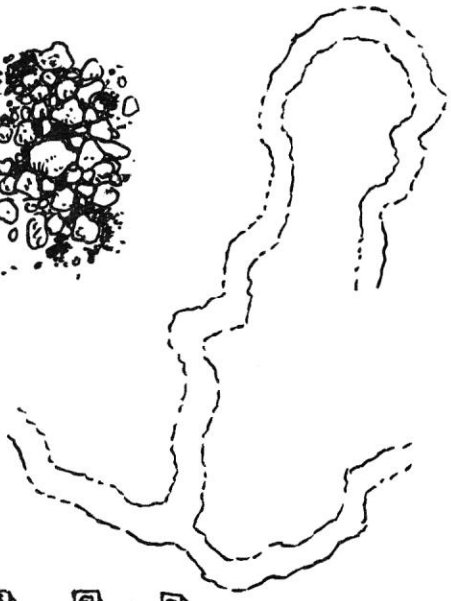


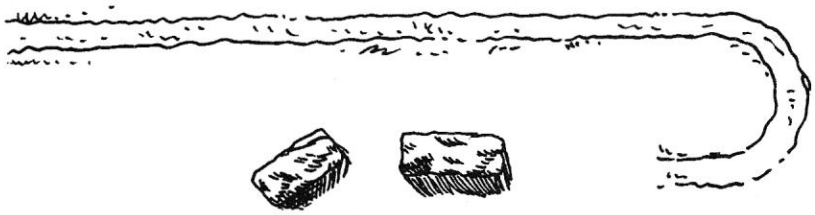


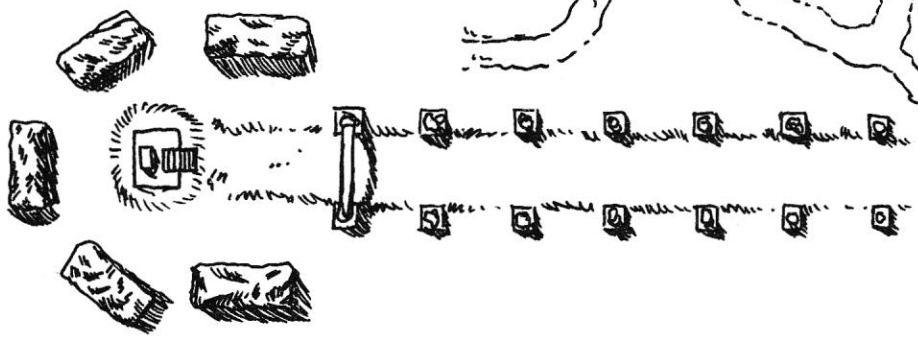




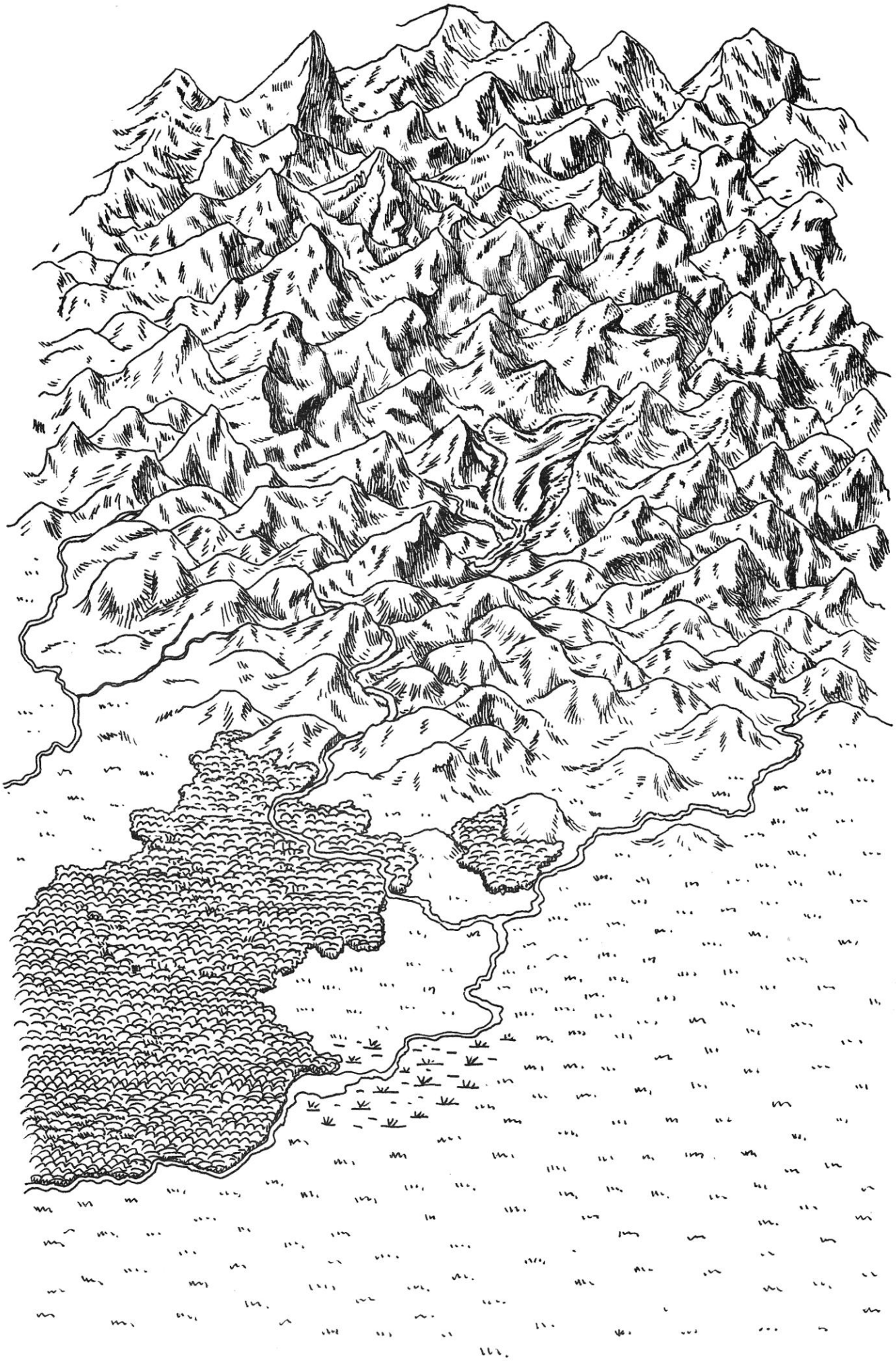








R1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Exciting! Different!

The MEGA Role-Playing System is the first RPG of a new generation. The Norwegian inventors have provided a set of rules which contain all of the qualities most desirable to GMs and players.

These qualities are:

Playability: The system developed due to disatisfaction with those games already available. Extensive play testing and continual improvement has made it a highly playable game. The rules have been designed to reflect real life making it simple to play.

Realism: There are no artificial limits placed upon the abilities and skills of the character. Extensive equipment lists and realistic prices enable the character to be well equipped. There is also enough background information on things such as weather, religion and NPCs to allow the creation of a realistic campaign world.

Combat: Although, not designed for the "hack-kill-slay-brigade", the combat system will allow any fights to be resolved quickly and easily. Combat is higly realistic without being too complex.

Also it is:

Easy to learn for the GM: The same principles have been used for attributes, skills, combat and magic. Therefore familiarity with the character creation and improvement is rapid. Most of the vital information has been compiled in easy to read tables making it very accessible.

Easy to learn for the players: Only minimal knowledge of the rules is required to create and run characters therefore they can enjoy playing the game.

Complete: All necessary information for running a game is contained in this one volume.

Interesting: The good character generation system gives abilities according to previous experience. This means that a new character is unlikely to be unsuitable for adventuring. Furthermore, the players can play any creature (usually intelligent) within the GM's campaign world.

Flexible: The rules are flexible enough that any real-life situation can be catered for by the GM. They can also readily accomodate new skills, weapons, magic and spells etc. The system is well suited for running an already existing campaign as it is easy to adapt. It is easy to change weapons, skills, spells or creatures without destroying the game balance.

Fun: All of the above leads to the basic requirement of all games – IT IS FUN TO PLAY.

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